

# Srdjan Radujko

UNITY GAME DEVELOPER | GAME DESIGNER



## SUMMARY

I'm a Unity game developer with a background in electrical engineering and a burning passion for game design. I like having an analytical approach to problem-solving and believe that a good team with a positive attitude and open-minded leadership can make miracles.

Date of birth:  
9th July, 1997

Residence:  
Novi Sad, Serbia

## RELEVANT EXPERIENCE

### UniCredit bank - MarbleIT & Fuchs+Dachs (September 2024 - April 2025)

- Worked as a solo developer on a 2D UI-based narrative game for the Czech branch of UniCredit bank. The goal was to gamify the onboarding process for new employees in the HR department.
- Used Unity + Figma workflow to bring this content-heavy game to life.

### Brute Horse - MarbleIT & Place of Departure (July 2024 - August 2024)

- Jumped in to develop enemy AI behavior during the "crunch" period before Gamescom 2024 for the Brute Horse demo.
- Quickly adapted to the structure of the project which has been in active development for more than a year.

### Balloon Labs (May 2023 - July 2024)

- Conducted market research and ideation, and played a key role in game design and project planning for new prototypes.
- Pushed for an agile project management framework, increasing development efficiency and reducing project overhead.
- Automated level creation processes in Unity, making it accessible for level designers to create levels in minutes.
- Created a workflow with the art team to streamline asset integration.
- Implemented SDKs for tracking metrics and user engagement.
- Expanded the studio by bringing in talent from different fields (art, UI/UX).

### Strong Stud Games (May 2023 - Present)

- Founded an outsourcing game development studio.
- Helped clients start their gaming business on the mobile market.
- Held a 3-month game-development internship program for 10 students from July 2023 until October 2023.
- Developing our first indie PC/console game with a small team, that is currently in the alpha stage.



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[Portfolio website](#)

## SKILLS

- Unity, C#, Git
- Game & Level Design
- Project Management
- Miro & Trello, Scrum
- [Game jams](#)
- Audio & video editing
- HTML, CSS, JavaScript, WordPress
- SQL, [Fortran](#) (OOP)
- Microsoft Office & Google Workspace

## CrazyLabs

(January 2023 - June 2023)

- Partnered with a 3D artist, and developed multiple 3D hyper-casual prototypes for Android and iOS platforms.
- Through fast development and iterating, I learned to optimize development cycles without sacrificing quality.

## Voodoo + Tummy Games

(May 2022- November 2022)

- Led a three-man team, and worked on various game mechanics.
- Researched market trends in the hyper-casual market and analyzed data and game analytics.
- Worked under a tight schedule and adapted to project managers' inputs and requests.
- Resolved bugs caused by third-party APIs and packages.
- Held a three-day course on the basics of Unity and game development in an international workshop for EESTEC members.

## EDUCATION

### FACULTY OF TECHNICAL SCIENCES

Novi Sad, Serbia (2016 - 2022)

Power, Electronic and Telecommunication Engineering :  
Power Engineering - Systems

### GYMNASIUM "SVETOZAR MARKOVIĆ"

Subotica, Serbia (2012 - 2016)

Natural sciences and mathematics

## OTHER INTERESTS

- Board games
- Bass guitar & music
- Darts, beer pong
- Climbing, running