

Šimun Petrović

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Education

Computer Science Technician

Tehnička škola, Vinkovci

2012 – 2016

Professional Experience

Game Development and 3D Artistry

Freelance & Udonis, Osijek

Early 2019 – Present

Udonis (2022 – 2022, 6 months): As a Junior Art Specialist & Programmer, focused on creating engaging visual content and optimizing game code for mobile game ads. Collaborated with marketing and development teams to produce high-quality ad content, significantly increasing user engagement and acquisition.

Freelance (Early 2019 – Present): Specialized in creating simple 3D models and optimizing game code for various clients and projects. Successfully managed projects from concept through completion, ensuring client satisfaction and timely delivery. Demonstrated strong project management skills and the ability to deliver high-quality work under tight deadlines.

Projects

Published Game on Steam: Developed and published an indie game, handling all aspects of game design, development, and marketing. Demonstrated proficiency in Unity Engine and Blender, from initial concept to final release.

https://store.steampowered.com/app/2243050/Small_Town_Detective/

Tool Published on Unity Asset Store: Created and published a tool designed to help developers optimize their workflow. Showcased technical ability in developing useful assets for the game development community.

<https://assetstore.unity.com/packages/tools/utilities/atomic-console-265869>

Skills

Proficient in Unity Engine and Blender.

Experienced in 3D modeling, texturing, and animation.

Skilled in optimizing game code for performance.

Strong project management and collaboration skills.

Excellent problem-solving abilities and attention to detail.

References

Available upon request.