

**Aleksandar Eri**  
Gogoljeva 33 22/5  
Serbia, Novi Sad 21000  
Contact: +381640670173  
Email: 92eatos@gmail.com

### **Career Objective:**

My objective is to create great games that will be well remembered, learn and experiment with new technology, and become a full fledged game developer. What makes me really happy and fulfilled is making ideas become a reality and sparking life into new things.

### **Technical Skills:**

Game Engines: Unity, Cocos 2D, Unreal Engine, Madbox, Phaser3  
Programming: Java, JavaScript, C++, C#, Python, SQL, Objective C, HTML,  
Database: MySQL, NoSQL, SQLite  
Platforms: PC, Android, iOS, Steam, Nutaku  
Graphics and Animation: Adobe Photoshop, Blender  
Versioning Systems: SVN, Git  
Web Frameworks: Flask, Asyncio  
Operating Systems: Linux, macOS, Windows

### **Personal Skills:**

Highly creative and passionate to develop and deliver games for any genre.  
Well versed with quality testing and debugging complex errors  
Willing to expand my knowledge base and acquire new skills  
Can easily work under stressed environments  
Analytical, problem solving and organizational skills  
Languages: Serbian ( native ) , English

### **Portfolio:**

<https://aleksandareri.github.io/>

**Work Experience:**

**Oxyverse - Startup**

**January 2023 - Present**

Job functions and responsibilities:

Work as CTO in implementing Ludo - Animal Heroes Multiplayer game

Work with tech-artists on implementing effects and improving rendering of the game.

Work on Multi platform settings/configuration of game and quality management.

**Work Experience:**

**Senior Unity Developer - Trophy Games**

**Jun 2022 - January 2023**

Job functions and responsibilities:

Design and Implement needed feature for Warhammer: Soul Arena

Optimize game both for mobile and PC

Work with tech-artists on implementing effects and improving rendering of the game.

Work on Multi platform settings/configuration of game and quality management.

**Senior Unity Developer / Game Designer, E70 Games**

**October 2020 - Jun 2022**

Job functions and responsibilities:

Design,Implement,Maintain a team and whole game project ( Long Lost Lust )

**Developer at Tudamun, Slovenia**

**March 2020 - August 2021**

Job functions and responsibilities:

Implemented game required system and subsystems in Unity Engine.

( System such as: Resource Loading, Content Delivery, AutoPlay, Weapons, Effects, Characters, Localization, Security of the App )

**Owner/Developer at Aleksandar Eri Dragon Blight, Serbia**

**March 2020 - September 2021**

Job functions and responsibilities:

Provided contract services in game related fields.

**Lead Technology Programmer at Mad Head Games, Serbia**

**October 2019 - February 2020**

Job functions and responsibilities:

Implement, Upgrade, Maintain, Optimize whole Technology in company. Analyze technologies needed for specific projects and work towards educating people.

Document all processes regarding in house.

Mentor new people to work with our in house technology.

**Executive Mobile Programmer at Mad Head Games, Serbia**

**August 2018 - October 2019**

Job functions and responsibilities:

Maintain, organize and follow true a game from start until publishing for both iOS and Android

Speak with publisher, help with organizing QA testing, releasing new updates, Monetization

Organize a small team of programmers and animators to work necessary systems

for games

Work on the back end and front end, and designing tools for all non development teams: Customer Support, Publishing, Marketing, Analytic

Maintain and improve Madbox engine

Working with publishers: Zplay, CokGames

### **Back End / Tools Programmer at Mad Head Games, Serbia**

**November 2017 – August 2018**

Job functions and responsibilities:

Develop architecture for Pagan Online back-end

Work on tools for building, deployment and testing automation

Work on security protection for Back End and Client

Educate QA team with Unreal Engine process Testing

Implemented required Analytic system using Kafka, Hadoop for Wargaming

### **Mobile Lead at Mad Head Games, Serbia**

**July 2016 – November 2017**

Job functions and responsibilities:

Implemented support for Madbox engine for Android

Released few HOPA titles with Bigfish Games

Formed smaller mobile team to work on porting HOPA games to Android

### **Lead Gameplay / Engine Programmer at Mad Head Games, Serbia**

**November 2015 – July 2016**

Job functions and responsibilities:

Working and designing Point and Click Adventure called Minibang in Unity

Implemented various tools for artists, animators other programmers for developing in Unity

Recreated HOPA style workflow with Madbox to Unity for faster development and prototyping

Researched different libraries for needs of game

Implemented Save Game System, Navigation, Puzzle System, Dialog System, Cheat System

### **Executive HOPA Programmer at Mad Head Games, Serbia**

## **January 2015 – November 2015**

Job functions and responsibilities:

- Oversee developments of all HOPA games within company at two locations ( Novi Sad, Belgrade )
- Improve Madbox engine with new systems
- Organize workshops for new programmers for constant improvements with code and career development
- Fix complex engine related bugs
- Make sure games are mobile ready

## **Gameplay / Technology F2P Programmer at Mad Head Games, Serbia**

**Jun 2014 – December 2014**

Job functions and responsibilities:

- Development of match-3 F2P game in Madbox technology with BigFish Games as publisher – This included Back End, Gameplay, integration with other services ( BigFishGames Platform, Facebook, Fabric... )

## **Tools / Technology / Gameplay HOPA Programmer at Mad Head Games, Serbia**

**January 2014 – Jun 2014**

Job functions and responsibilities:

- Developed multiple tools for workflow in both Java and Python
- Created sound system for all HOPA Games in Madbox Scripting Language
- Optimized gameplay extras content system by using 3DMax Scripts
- Worked on multiple HOPA Games which are released by BigFish Games

## **Freelance Programmer**

**August 2007 – January 2014**

In this time period I got interested in programming and only because of one game called World of Warcraft:

- Started learning World of Warcraft private servers emulation
- Learned to program in C#
- Learned to program in Delphi
- Learned to program in Lua
- Created multiple scripting services for other private servers
- Learned to work with MySQL
- Created smaller applications that improved work for self and other clients
- Created small Android Engine

**Education:**

2008 to 2012 – **Gymnasium “Žarko Zrenjanin”** Vrbas,

2012 to Present - **University of Novi Sad, Faculty of Science - Information Technology**

**Reference:**

All referenced games can be played except for Minibang as it wasn't released, and links for them will be provided upon request.