Igor Kovacevic

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An enthusiastic game & tools programmer looking to develop creative solutions to **deep** and **relevant** problems. I love tackling new **challenges,** acquiring **knowledge**, and working with others who share that same game development spark.

Experience

Linx Interactive / Graduation Intern
February 2024 - July 2024. Groningen, NL (Remote).
- Fully designed and prototyped *Polished Trust*, a networked co-op roguelike deckbuilder experience in the **Unity** engine.
- Closely followed the design cycle and best development practices within Linx.

Linx Interactive / Programming Intern
February 2023 - June 2023. Groningen, NL (Remote).
- Working in tandem with the lead programmer to implement new features that adhere to Linx's code standards, in-house tools, and workflows.
- Learned about industry development practices and developing networked games in **Unity**.

Unsealed Studios / Lead Programmer & Co-Founder
September 2022 - August 2023. Groningen, NL.
- Coordinated and carried out technical tasks in **Unity** for our ambitious 8-person student team.
- Participated in pitch meetings with a variety of publishers at **INDIGO** and **Gamescom** in order to find funding for our project *Befiend.*

Education

Hanze University of Applied Sciences / Game Design
September 2020 - July 2024. Groningen, NL.
- Programming and project management experience across numerous projects and teams using the design cycle (research, concepting, prototyping, evaluating) and various agile workflows.
- Graduated with a **9.3** by developing *Polished Trust* for Linx Interactive.

Notable Projects

Polished Trust / Solo
February 2024 - July 2024.
- A networked co-op roguelike deckbuilder experience created in order to make card games more accessible to newer players.
- Solo-developed with an emphasis on **UX** and **game feel**.
- Integrated a state machine-based multiplayer workflow for networked co-op gaming using PUN2 and a dynamic card effect system to iterate and balance cards while in play mode.

Grigorostok / Systems, Gameplay, Tools, Production
October 2023 - January 2024.
- A futuristic murder-mystery game about the digitization of data.
- Developed all aspects of gameplay, including dynamic weather, a tool to automate art iteration for level assets, and a layered interaction system to support non-linear storytelling.

Teeko / Systems, Tools
March 2024 - Present.
- Aiding in developing a Costa Rica inspired action-adventure platformer featuring rich storytelling and intense boss battles.
- Built a custom node-based dialogue tool using Unity's experimental Graph API featuring in-editor text animation previews, fast iteration, and source control compatibility.

Skills

Primary Software & Tools:
- Unity & Unity Editor, Odin Inspector, Photon Fusion 2, FMOD.
- Git, Miro, Jira, Adobe Suite, Ableton Live.
- Dabbles in Arduino and Unreal Engine.

Soft Skills:
- Leadership, communication, a collaborative mindset, pitching, and an eye for detail.