

# Nikola Todorovic

5535 Westlawn Ave, Los Angeles, CA 90066 | 434-409-4281 | nst8ft@virginia.edu

Portfolio: <https://sigilgame.net/>

## ABOUT ME

---

I eat, breathe and sleep games. When I am not programming them, I am doing the art, sound or music for my latest game. There is simply nothing better than the process: The blood, sweat and joy that go into making my visions come to life. I want to be a part of a team of passionate coders, designers and artists.

## EDUCATION

---

### University of Virginia, School of Arts and Sciences

*B.A. Computer Science*

Major GPA: 3.4 / Cumulative GPA: 3.5

Charlottesville, VA

Summer 2016

## RELATED PROJECTS

---

### **Battlecraft (Work-In-Progress) - Networked Mobile Strategy Game (iOS),**

- Mind bending turn based strategy game with a big twist: Turns are simultaneous! Use your wit and cunning to anticipate your opponent's actions. Build your unique army with over 40+ units to choose from. Conquer other players from around the world in online battles!

### **Ball Buster!! - Casual Mobile Action Game (iOS & Android)**

- A fun twist on a classic! Built with Unity and C# and released worldwide on iOS / Android. Features endless, randomized levels that scale in difficulty. Frantic, fast-paced and challenging with a prestige system that incentivizes repeated play sessions.

### **Nox Mortis - Virtual Reality Horror Game (iOS & Android)**

- A terrifying psychological horror experience built with Unity and C# and released worldwide on iOS / Android. With nowhere to run and no means of fighting back, the player is at the mercy of a scene which threatens to destroy him/her. Features over 20+ randomly selected scares which increase in intensity over time.

## WORK EXPERIENCE

---

### **Method EXP**

Los Angeles, CA

*Game Engine Developer*

May 2018(Current)

- Contract AR projects for high-profile clients utilizing Swift / SceneKit and C# / Unity. Experience working closely with other programmers, artists and designers.

### **DAQRI**

Los Angeles, CA

*Unity Developer*

October 2017 - May 2018

- Building innovative Augmented Reality applications using Unity and C#. Integrating AR model placement tools into our software products. Experience using REST API with Unity apps.

### **Killer Snails LLC**

*Unity Developer*

May 2017 - June 2017

- Contract Unity developer for deep sea VR project with Oculus and Google Cardboard. Experience programming AI movement patterns and implementing custom analytics.

### **Maptek**

Denver, CO *Software Engineer*

January 2017 - October 2017

- C# / .NET / WPF experience as well as UI design for Vulcan 3D Mining Software. Also experience working with expanding legacy C++ Code base.