

# MILJAN LJEŠNJAK

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## WORK

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### Skill Nation

Remote

*Game Developer*

March 2024 - Present

- Developed and maintained 10+ live casual games in Unity (C#) for mobile WebGL, including several games built from scratch and others adapted, reskinned, and extended for integration into a native application.
- Implemented gameplay systems, UI, animations, particle systems and other VFX, and multiplayer features using Nakama.
- Designed and implemented systems for communication between games and the native application, configurable gameplay, player progress, and remotely loaded cosmetic content.
- Built an in-game debug and configuration tool that exposed console output, performance metrics, and gameplay parameters, enabling faster testing and greatly reducing iteration times by avoiding producing new builds.
- Ensured mobile WebGL builds were highly optimized for loading speed, build size, and overall runtime performance.

### Endava

Belgrade

*Test Automation Engineer Intern*

June 2025 - August 2025

- Wrote automated QA tests for an Adobe product using Java and Selenium.
- Performed manual testing, documented test cases, and reported defects through Jira.

### MomoYo

Remote

*Independent Game Developer*

February 2023 - July 2023

- Developed mobile games and demos in a proprietary engine using a visual scripting language based on JavaScript.
- Created learning resources, including text and video tutorials, guides, and technical documentation.

### Suasor AB

Remote

*Contract Unity Developer*

January 2022 - May 2022

- Developed Unity games for PC and mobile platforms. Worked on multiplayer features using Photon PUN, including a two-player online chess game and a multiplayer space racing/shooter game.

## EDUCATION

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### University of Belgrade

Belgrade

Faculty of Mathematics - Bachelor of Informatics

2022 - Present

## PROJECTS

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### Comic Reader (*Unity, C#, Android, Meta Quest - Work in progress*)

Developing a VR reading application with Oculus OS UI, portrait/landscape layouts, library management, book stats. Built an asynchronous import and rendering pipeline for PDF, EPUB, CBZ and CBR formats, with adjacent-page preloading designed around Android/VR memory constraints.

### Go/Baduk game (*School project, C++, Qt5*)

Worked in a team of 6 to develop a game of Go with online player vs player and player vs computer modes. Implemented game logic, networking and lobby functionality, and AI opponents with varying difficulty.

### Interior Design game (*Hobby project, Unity, Mobile*)

Matching game made for mobile in Unity (C#). Custom level saving/loading, custom level editor, generating card textures/icons at runtime.

## TECHNICAL SKILLS

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**Languages:** C#, JavaScript, Java, C++

**Game Development:** Unity, Addressables, UI and animation, particle systems/VFX, profiling and optimization

**Platforms / Networking:** Mobile WebGL, Android / Meta Quest, Nakama, Photon PUN

**Tools:** Git, Jira