ipecikoza@gmail.com

ivanpecikoza.github.io

SKILLS

Unreal Engine
Blueprints
C++
Python
C#
AI Behavior
Prototyping
System Design
Level Design
Systm Architecture
World State Systems

SOFT SKILLS

Following creative vision
Ability to work with high degree of independence
Adaptability and quick acceptance of roles
Cross-disciplinary communication
Initiative for innovation
Leading small teams
Proactive decision making

INTERESTS

Video Games
Basketball
Football
Mythology

Ivan Pecikoza

TECHNICAL GAME DESIGNER

EXPERIENCE

Narrative engine development under the mentorship of Dragan Jerosimović (solo game dev)
7/11/2024 - 1/6/2025

Designed and developed a text-based prototype for an interactive narrative hacking simulation game set in a cyberpunk world. Made a ***dynamic storytelling system*** utilizing fully dynamic world-state based NPC dialogue.

Work at Old Men Games
6/4/2023 - 12/6/2024

Worked on creating a roguelike deckbuilder PC game named ***Warden of Ether*** as a member of a medium-sized indie team in order to bring the game to the current state of a playable demo available on itch.io. Main responsibilities included ***systems and gameplay design*** and programming, general game design and direction, owning the ***cards*** features, conventions and marketing and other.

Freelance mobile game work
21/3/2023 - 24/11/2023

Contributed to products from preproduction phases through ideation, game design, market research and analytics, multiple prototype phases, while also contributing to products that were already in development, seeing them through to testing, soft launch and launch phases. Notable products include ***Jumpy Jungle*** and ***Tank Survivor***.

OTHER

Internship at Autentikum (Master's internship) - 2025
Work at Zulum (Active NDA) - *2024*

EDUCATION

2023 - / University of Arts in Belgrade (master's in arts and Video Game Design) - expected graduation date: December 2025
2019 – 2023 / University Singidunum (bachelor's in software and data engineering)

RECOMMENDATIONS

Uroš Pavlović, Lecturer (Level Designer at Mad Head Games)
Željko Glumac, Project manager at Old Men Games
zeljko.glumac@gmail.com