

Filip Vajgand

Personal information

Date of birth: March 17th, 1992
E-mail: filip.vajgand@gmail.com
Site: <http://www.filipvajgand.com>

About me

Self-motivated video game developer with more than 5 years of experience in the industry, and a perfectionist by nature. Specialized in Unity game engine, but I also enjoy tackling other programming problems and creating cool visual effects.

Employment history

ObEN – Remote, April 2018 to January 2020

- Developed Unity apps that showcase 3D avatars stored on blockchain using AI to dynamically move and speak as part of Project PAI.
- Developed Unity SDK and worked with Android and iOS developers on native SDK for 3D avatars.
- Released app: [PAIYO](#)

Up and Running Software, Inc – Remote, April 2018 to present

- Collaborating with ObEN on bringing Project PAI to life.

Ignion Entertainment – Remote, September 2017 to present

- Owner, managing and developing Unity games and applications.
- Helping other developers and studios optimize and release their projects.
- Our portfolio: [Ignion Entertainment](#)

Thorium Studios – Remote, September 2017 to August 2018

- Lead Unity Developer on multiple projects.
- Released game: [HORUS Investigation](#)

Brave Giant Studio – Novi Sad, Serbia, July 2016 to August 2017

- I was assigned as CTO of company during the one year period. During that time I've developed two full game development systems in Unity, taught other members of my team how to use the systems to assemble games, planned and organized tasks for game development and release
- Features of the game systems that I've developed:

- Games are fully optimized for Android, iOS, and standalone platforms with no memory leaks
- Resource loading via remote server using asset bundles that is fast and allows for quick game updates
- Full game serialization that can predict the game state even when game is terminated in the middle of an action sequence
- Scriptable objects and editor scripts that allow anyone to add or modify game content
- Full roll-out for Android with export to Android Studio that allows for fine customization of final game build
- Integration of Unity's In App Payments for Android, iOS, and Facebook Gameroom platforms
- Inclusion of additional plugins such as Google Play Services, Facebook SDK, Mobile notifications, etc.
- Coded advanced graphic effects using surface shaders
- Server side save game solution that allows for saving and loading of game progress across multiple devices and platforms
- Gameplay for one of the projects can be seen here: [Hidden Investigation](#)

Mad Head Games – Novi Sad, Serbia, October 2015 to June 2016

- I worked with a team of artists as a Unity programmer on point and click adventure project that was abandoned later on. Remains of the project can be seen here: [Mini Bang](#)

KGB Hosting – Novi Sad, Serbia, April 2015 to September 2015

- Our team of two developed a custom game launcher with online game update function using C# for the main application and PHP back-end with Python server-side scripts

NewNow Solutions – Novi Sad, Serbia, October 2014 to March 2015

- Our team of three developed a custom Enterprise Resource Planning system using ASP.NET and MySQL for back-end and AngularJS as front-end solution. Project can be seen here: [Resource Planning](#)

Mad Head Games – Novi Sad, Serbia, August 2013 to June 2014

- As a technical developer, I worked on tools that improved speed and quality of work for other workers. Those include:
 - full game packaging and compiling scripts in Python with UI in Java
 - NSIS installation scripts for development environment setup
 - Plugins for 3ds Max and Adobe Photoshop
- Later on, as a gameplay developer, I worked on all gameplay elements of hidden object puzzle adventure games. Those games include:
 - [Rite of Passage: Hide and Seek Collector's Edition](#)
 - [Cadenza: Music, Betrayal and Death Collector's Edition](#)

Academic background

1999 to 2007 – Primary school “Avram Mrazović” in Sombor, Serbia

2007 to 2011 – Grammar School “Veljko Petrović” in Sombor, Serbia

2011 to 2014 – Higher Education Technical School of Professional Studies in Novi Sad, Serbia

- Bachelor of Science in Information Technology
- Graduate work project “Multiplatform video game in Unity 3D game engine”
- Best graduate with average grade of 10.0 / 10.0

2014 to 2015 – Higher Education Technical School of Professional Studies in Novi Sad, Serbia

- Master of Science in Electronic Banking and Information Technology
- Graduate work project “Online multiplatform video game in Unity game engine”
- Average grade of 9.53 / 10.0

Skills

Programming languages

- C#, JavaScript, Java, PHP, Python, C/C++

Technologies

- Experience with Unity features : Asset bundles, Sprite packing, Animator, Animation, Timeline, HRDP, URP, Shader Graph
- Experience with Unity assets : TextMeshPro, Final IK, DOTween, AVPro Video, Google Play Services, Android SDK, UTNotifications, Facebook SDK, Google Ads, Natcorder, Natcam
- Advanced web technologies including HTML5, CSS3, Bootstrap, jQuery, AngularJS, NodeJS, Jade, Stylus, SCSS, Socket.IO, etc.
- MySQL and SQLite Relational Database Management Systems

Software

- Visual Studio, XCode, Android Studio, Eclipse
- Tortoise SVN, Mercurial HG and GIT subversion control systems
- GruntJS task runner
- Mantis Bug Tracker
- Microsoft Office
- Adobe Photoshop, Adobe Lightroom

Language proficiency

Serbian	native
English	advanced

Interests

- Fitness
- Meditation
- Video games