Luka Ivicevic

Game Programmer

+1 647 522-7391| LukaIvicevic@hotmail.com | https://www.lukaivicevicportfolio.com |
https://www.linkedin.com/in/luka-mj-ivicevic/ | Toronto, ON

TECHNICAL SKILLS

- Has a complex understanding of C#, C++, Swift, python, HTML, and Java.
- Knowledge of 2D/3D Engines and framework for game development such as Unity and Unreal Engine 4/5.
- Code Storage and management software such as GitHub and Perforce.

PORTFOLIO PIECES

Co-op Horror RPG   June 2023
Engine: Unreal Engine 5

- Designed and implemented key gameplay features, including player movement, animations, combat mechanics, and interaction systems to create an immersive cooperative experience.
- Developed a versatile combat system incorporating weapon-specific collision detection and combo mechanics, complemented by inventory and currency systems initialized through DataTables.

Survival RPG   June 2022
Engine: Unreal Engine 5

- Programmed player mechanics such as movement, animations, and combat, ensuring seamless integration into a 3D RPG environment.
- Created AI behaviors and inventory components that enhanced gameplay depth, focusing on player engagement and world immersion.

Multiplayer Tic-Tac-Toe   January 2022
Engine: Unity

- Integrated account management and game history tracking, providing personalized experiences and long-term engagement.
- Designed and implemented client-server architecture to enable multiplayer functionality and seamless communication between clients.

Ghost Knight   January 2022
Engine: Unreal Engine 4

- Created dynamic AI behaviors for a 2.5D platformer, tailored for console performance.
- Engineered AI movement and interaction patterns that adapted to changing game conditions, enhancing replay-ability.

Souls-Like RPG   June 2021
Engine: Unreal Engine 4

- Designed mechanics inspired by Dark Souls, such as a dynamic level-up system, player equipment functionalities, and AI with diverse attack patterns.
- Integrated responsive AI and player mechanics to replicate the challenge and engagement of the Souls-like genre.

EDUCATION

Ontario College Advanced Diploma in Game Programming
George Brown College   September 2018 – April 2023