

DAMJAN DERDIĆ

GRAPHICS PROGRAMMER



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SKILLS

- C++
- C#
- Perforce
- Git
- Unity
- DirectX
- HLSL
- Blender
- Maya

LANGUAGES

- Croatian (Native)
- English (Fluent)
- Swedish (Fluent)



PROFILE

Hi! I'm a video game programmer, specializing in Engine and Graphics programming. I have 6 years of experience in making video games, and can tackle any issue thrown at me. My additional experience in modelling helps me cooperate with artists and animators alike.



WORK EXPERIENCE

Mrs Wordsmith ApS 2025 - Present

Game Engineer

Unity, C#, HLSL, Git

- Worked on a mobile game called Readiculous
- Collaborated with artists and designers on a new core feature
- Significantly optimized **memory** usage through modern compression techniques
- Designed and created performant **HLSL**-based **UI** shaders

Product site <https://mrswordsmith.com/en-eu/pages/readiculous>

Skybox Technologies ApS 2024 - 2025

Game Programmer - Internship

- Developed a **Fog of War** system with real-time lighting and shadows.
- Built a **camera system** with tracking, zoom, FOV transitions, and tilt.
- Created various **visual effects**, including card burn animations, cooldown indicators, smoke grenades, and team outlines.
- Implemented a **UI** meant to interact with the game's core features.

Product site store.steampowered.com/app/3456910/Rush_Tactics/

Riksbyggen Summer of 2021

Cleaning

- Cleaning and monitoring of numerous apartment complexes



EDUCATION

Game Programming 2022-2025

The Game Assembly

Unity, C#, C++, Engine, Tools, Networking

Collaboration with Artists, Animators, level designers, and Technical artists to make eight games spanning many different genres.

Game Development 2019-2022

LBS Helsingborg

Unity, C#, Modelling with Maya and Blender

Two LBS Game Awards submissions:

Stalingrad , WW2 themed FPS

Call of Ships, Stylized Multiplayer boat vs boat shooter