



Marko
Alerić

Senior
Unity Developer

Senior Unity Developer with 10+ years of Unity experience, working in game development since 2013.

— Always delivers; truly a results-driven developer.

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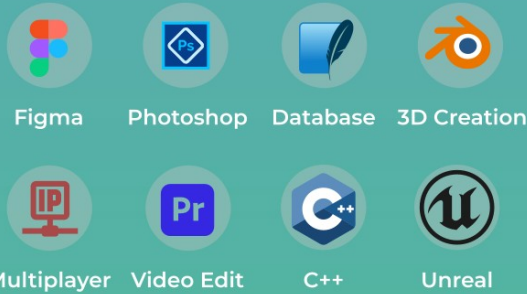
Languages

Croatian English

Accomplishments

- 1st place on Infinum Hackathon
- Unity Asset Store Publisher
- 3rd place on Nordeus Hackathon
- Lead programmer on MyDubrovnik
- Published “Mesh Merge” editor tool on Unity Asset Store
- Designed effective MVP Unity architecture
- Founding member of CyberTale Studio
- Promoted to Lead Developer position in Dubit after 6 months

Other Skills



Feedback

"Always delivers; truly a results-driven developer." (R8S)

"Remains calm under pressure, making objective and sound decisions." (Dubit)

"Incredibly helpful to newcomers, explaining things with clarity and patience." (Dubit)

Tehnickal Stack

Unity • C# • Addressables • PlayFab
Photon • Multiplayer • Firebase
AWS S3 • TeamCity • CI/CD
Mobile • PC • Console • WebGL
Gameplay • UI • Editor Tools • Optimization

EXPERIENCE

Light Film (Blue Raven La)

Senior Unity Developer

December 2023 - Current, Zagreb, Croatia

- Multiplayer TV-show games & unified game platform; Jurassic World; teams of 10–20
- PlayFab backend; Firebase evaluation

Algebra University

External Lecturer

November 2023 - Current, Zagreb, Croatia

- Conducting lectures and exercises on Programming (C++), Unity 2D & 3D, Web technologies

Room 8 Studio (Amazon, Apple)

Lead Unity Developer

February 2023 - September 2023, Cyprus (Remote)

- Lead developer on Runner and City Builder game
- Preproduction analysis, technical design document, project architecture setup, addressable system
- Implementing character/monster controllers, UI panels, world grid, visual animation and effects
- Worked in middle-sized teams (10-20)
- Participated in scoping sessions and knowledge sharing meetings

Dubit Limited

Lead Unity Developer

May 2021 - January 2023, Leeds, UK (Remote)

- Lead developer on Hooked on Math and BestLife (Scoping sessions, client meetings, Webinars)
- Releasing on Google, Apple, Amazon and Windows using cloud builds (Unity & TeamCity) with addressable system (content delivery from Amazon S3).
- Project architecture setup, data automation (Sheets), optimization, and communication with BE
- Avatar controller, Playmaker, character controller, UI panels, animations, audio and visual effects
- Player progression, scoring system, multiplayer gameplay modes, subscriptions
- Worked in smaller (3-6) and middle-sized teams (10-15)

Async Labs

Lead Unity Developer

Feb 2020 - April 2021, Zagreb

- Collaborated with analysts and developers to define game specifications.
- Partnered with testing teams for robust game design and development.
- Developed and published a 3D mobile city management game MyDubrovnik for Android and iOS.
- Designed key game systems: *Economy, Buildings, Ads, Crowd, Camera, Save, and Localization.*
- Optimized for low end devices and balanced gameplay for better commercial success.

Cybertale Studio

Co-founder, Lead Dev, Project Manager

Feb 2016 - June 2022, Zagreb

- Working on features such as top-down hack and slash, point and click, and 3D brawler mechanics with networking (LLAPI, Clock Sync, Client Server), AI, PCG Content using Generative Grammar (with node editor), 3D Character Controller, Animations, UI, Localization, and Google Sheet design tools.
- Developed Park Marjan: Upoznaj Botaniku, Splash Kings, Hack Fu, Hide'n Seek game.

Exordium Games

Senior Game Developer

June 2016 - Feb 2020, Zagreb

- Mentored junior developers on policies and procedures. Drafted reports for operational efficiency.
- Worked with Lead Dev to break down project goals to distribute project tasks.
- Liaised with art and programming teams to enhance game quality and innovation.
- Managed project development, overseeing costs and schedules.
- Porting (platform-specific) Steam, Gog, Google, Apple, Air Console, Xbox One, PS4 and Nint. Switch.
- Utilized design tools to craft characters, monsters, weapons, levels, and vehicles, adhering to technical specifications (*Editor tools, Animator, Spine, Custom Input System, Custom Audio System*)
- Released titles Zero Reflex, Agenda, Bear With Me, Last Encounter, Pottery and Legends of Learning.
- Developed achievements, cloud save, multiplayer, analytics, IAP and loot boxes.

Nanobit

Game Developer Intern

Feb 2016 - Mar 2016, Zagreb

- Partnered with company mentor to learn best practices in software design.
- Developed multiple games using Cocos2d-x

EDUCATION

Master of Science: Information And Software Engineering

Faculty Of Organization And Informatics

2014-2016, Varaždin

- Thesis: *Agent-based approach to video games*
- Spacial Dean's Recognition for Contribution to the Faculty
- Graduated in Top 10% of Class
- Lead Unity Game Development Workshop with 60+ people over 3 months

Bachelor of Science: Business And Information Systems

Faculty Of Organization And Informatics

2011-2014, Varaždin

- Thesis: *Mobile Game Development Process using Unity Game Engine*
- Graduated in Top 10% of Class
- Developed games designed to attract and interest the audience at the faculty fair

MY SKILLS



Unity

UI • VFX • Prototyping • Optimizations • Architecture • Networking • PCG • Algebra • Editor Tools • AI • Networking • Porting



C#

Optimization • Data structures • .NET • OOP • Algorithms • Design Patterns



Version control

GIT • SVN • Mercurial



Design

Mockups • Prototype • Level Design • Pitch • UX • UI • AI • Arhitecture



Problem-solving

Value driven • Out of box solutions • Google Sheets • AI • Agents • Servers



Project management

Trello • ClickUp • Jira • Teamwork • Task prioritization • Documentation



Communications

Listening • Empathy • Friendliness • Feedback • Respect • Open-Mindedness



Web development

PHP • Wordpress • CSS • HTML • Javascript • Java • Joomla • Design