

Aleksandar Zdravković

SUMMARY

- Experienced Gameplay Programmer with 5+ years of experience. Proven track record of feature ownership, complex system implementation and successful cross-studio collaboration in AAA projects

WORK EXPERIENCE

Ubisoft Belgrade

April 2021 – Present

Gameplay Programmer

- Demonstrated ownership of high-impact features and systems across multiple AAA titles (**Riders Republic**, **Assassin's Creed Mirage**, **Assassin's Creed Red**, **Unannounced project**)
- Led development of **Options system** and **Input Presets feature**
- Led the development of **Revamped Store System** for **Assassin's Creed Mirage**
- Spearheaded development of innovative **Compass** and **Session Marker features**
- Successfully collaborated with international teams to deliver robust **Player Tracking** systems
- Solely designed, developed, and implemented the **Season Trailer feature**
- Developed **Tutorial Flow** and **First Boot setup**

Ubisoft Belgrade

March 2019 – April 2021

Junior Gameplay Programmer

- Rapidly progressed from bug-fixing to ownership of gameplay features
- Implemented gameplay elements like HUD Effects and a complex minimap pixel shader for **Ghost Recon Breakpoint**
- Focused on multiplayer gameplay, resolving complex bugs and contributing to new game modes
- **Developed Custom Lobby** feature from the ground up in collaboration with GDs

Ubisoft Belgrade

December 2018 – March 2019

Programming Intern

- Gained foundational experience in AAA game development, contributing to bug fixes and early-stage development tasks

Personal Projects

- **Sky Merge** (*Mobile Game, Play Store*)
Published a game on Play Store as a solo developer, including all gameplay mechanics and third-party integrations (Unity Economy, Analytics, IAP, Ironsource, Google Play Services)

Technical Skills

- **Programming Languages:** C++ (Proficient), C# (Proficient), Python (Familiar)
- **Game Engines:** Unreal Engine (Primary), Unity (8+ years), Ubisoft Proprietary Engine
- **Tools:** Visual Studio, Git, Perforce, Jira, Confluence, Miro
- **Methodologies:** Agile, Scrum

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