




DAMJAN DERDIĆ


Engine Programmer

My name is Damjan Derdić and I am an Engine Programmer, recently graduating from The Game Assembly in Malmö!

My main interests are in Engine and Graphics programming, but I am versatile in all forms of Game programming. Additionally, I have minor experience with modelling in Maya and Blender.


Contact

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 Malmö, Sweden

Language

 Croatian - Native

 English - Fluent

 Swedish - Fluent

Skills

C++ ● ● ● ● ○

C# ● ● ● ● ○

Perforce ● ● ○ ○ ○

Git ● ● ○ ○ ○

Unity ● ● ● ● ○

DirectX 11 ● ● ○ ○ ○

HLSL ● ● ● ○ ○

Work Experience

● Generalist Programmer - Internship

Skybox Technologies ApS | Sep 2024 - May 2025

Copenhagen, Denmark

Collaborated on, designed, and implemented a wide variety of gameplay and graphics code

● Cleaner

Riksbyggen | Jul 2021 - Aug 2021

Helsingborg, Sweden

Cleaning apartment complexes

Education

● Game Programming

The Game Assembly | 2022-2025

Malmö, Sweden

Unity, C++, Engine, Tools, Networking

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

● Game Development

LBS Helsingborg | 2019-2022

Helsingborg, Sweden

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