

# Milan Radeljic

[linkedin.com/in/milanradeljic](https://www.linkedin.com/in/milanradeljic) | [m.radeljic43@gmail.com](mailto:m.radeljic43@gmail.com) | [github.com/xerm23](https://github.com/xerm23)

Check my games 🎮: [milangame.dev](https://milangame.dev)

## PROFESSIONAL SUMMARY

Experienced Game Developer with 5+ years of hands-on experience in **Unity**, **Cocos Creator** and **C#**, **Typescript** game development. Proven ability to deliver high-quality games on all platforms, with a passion for creating memorable gaming experiences. Adept at collaborating with cross-functional teams to design and implement engaging game features.

## EXPERIENCE



### TwogNation

February 2024 – Present

Worked on games for [legacycasino.com](https://legacycasino.com) iGaming platform.

#### Lead Cocos Game Developer - January 2025 – Present

- **Directed the upgrade from Cocos 2.4 to 3.8** and established a shared framework that streamlined development across our game portfolio and reduced the complexity of maintenance.
- **Developed comprehensive onboarding documentation** that reduced the onboarding process from two weeks to just two days, significantly accelerating new hire integration.
- Created detailed guides for developers and artists, fostering improved **communication** and **collaboration** between teams.

#### Cocos Game Developer - February 2024 – January 2025

- Implemented intricate logic for 2D boss characters, improving gameplay complexity and player engagement.
- Developed several arcade games for the web platform, focusing on innovative game mechanics and rapid prototyping.
- Created a **custom Cocos Creator extension** that enabled the team to reuse common modules across games, significantly reducing time for implementing similar modules in different projects.



### Oxyverse - Unity Developer

March 2023 – February 2024

Published a 3D multiplayer mobile game on [App Store](https://www.apple.com/app-store) and [Play Store](https://www.google.com/play-store), optimized for high performance. Developed core game features and collaborated closely with game designers and artists to ensure fluid gameplay and an exceptional player experience.

- Worked closely with the lead developer, contributing to the majority of the game's features, including **quests**, **seasonal passes**, and **in-app purchases**.
- Engineered an **in-game cosmetics shop** within a week, ensuring expandability and maintenance through a centralized data sheet.
- **Mentoring and onboarding junior devs**, helping them implement features like daily wheel spin.
- Implemented spells logic for numerous cards, managing **client-side** functionality in **Unity (C#)** and **server-side** operations using **Nakama SDK (Lua)**.
- Collaborated with artists and the game designer on UI/UX development, designing and integrating UI elements.
- Created a **semi-custom localization solution** using the I2 Localization Unity asset.
- Implemented ads using **IronSource** for cosmetics and daily wheel spin features.
- Worked with the lead developer on analytics using the **ByteBrew SDK**.



## Stick and Rope - Unity Developer

July 2022 – June 2023

Worked within a large team of over 20 members to deliver complex game mechanics, collaborating closely with designers, artists, and developers to implement a cohesive and engaging game experience.

- Independently designed and implemented a **tech tree system** within three weeks, enabling seamless updates by game designers.
- Engineered an **experience and player progression controller**, interlinking in-game features based on player levels.
- Implemented **multiple grenade types** with adjustable parameters like range, weight, and damage output.
- Refined weapon mechanics, incorporating complex damage and accuracy calculations.
- Contributed to the **Bionics system**, providing unique bonuses and spells based on equipped bionic suits.
- Integrated spell functionality into a network infrastructure using **Photon Fusion SDK**.
- Implemented a **daily trader system** with custom configurations using **PlayFab** functions.



## Dragonseye Studio - Unity Developer

March 2021 – July 2022

Completed the full development cycle of **Moontrain**, a 2D casual Hidden Object Puzzle Adventure (HOPA) game, featuring arcade games, puzzles, and mini-games.. Published on [Steam](#) and [Big Fish Games](#).

- Developed a new **inventory system** in one week.
- Created a **Hint system** using graph structures and an internal database.
- Targeted memory leaks and optimized compression techniques, **reducing the game's size by 30%**.
- Enhanced performance with batching techniques, optimized render order, and consolidated textures, **increasing frame rates by 50%** on older Android devices and **reducing loading times by 70%**.
- Created custom editor scripts, streamlining workflow efficiencies for team members.
- Contributed numerous 2D animations, collaborating with the primary animator to enhance visual storytelling and game aesthetics.

## PUBLISHED GAMES

### Ludo Animal Heroes

- Role: Unity Developer
- Description: Developed a 3D multiplayer mobile game integrating classic Ludo elements with card mechanics, spells, and a customizable deck creation system. Published on [App Store](#) and [Play Store](#).

### Moontrain

- Role: Solo Unity Developer
- Description: Created a 2D casual Hidden Object Puzzle Adventure (HOPA) game, blending arcade games, puzzles, and mini-games. Published on Steam and Big Fish Games.

## EDUCATION

### Metropolitan University, Belgrade — Bachelor of Computer Science

2015 - 2021

- Graduated with a major in Game Development, achieving a GPA of 8.77/10.
- Undertaken college projects using a diverse range of programming languages including Java, C++, GameMaker Language, and, naturally, C#.