

Strahinja Dragojevic

Game Designer

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Experienced game designer with over 8 years in the industry, bringing several successful titles from concept to release. Skilled in using advanced game engines and collaborating with multidisciplinary teams to create groundbreaking gameplay experiences that captivate and inspire players.

Skills

Design: Game, Gameplay, Narrative, and Systems Design experience.

Game Engine: Unreal Engine 4 and 5 and Unity.

Platforms: PC, Mobile, and AR/VR.

Scripting: C# and Unreal Blueprints.

Communication and Production Platforms: Confluence, Jira, Trello, Slack.

Methodologies: Agile.

Languages: English - C2 | Serbian – Native.

Professional Games Industry Experience

Senior Game Designer (Contract, Part-time) | Jan 2024 - July 2024

Kamamuta Games | Game: [Soulprint](#)

- Designed and implemented gameplay systems (Combat, AI, Puzzles).
- Collaborated with the Game Director and Producer to plan, design, and implement new features and mechanics while polishing existing systems.
- Implemented narrative sequences, mechanics, and systems.
- Used in-game engine tools to implement encounters for both NPC's and Enemies.
- Followed up with multiple departments on the progress of features and updated the team as needed through various mediums.
- Coordinated playtesting, reviews, and iterations.
- Mentored more junior members of the team.

Technical Designer | Jan 2020 - Dec 2023

Brains | Shipped Game: [Project Elysium](#) | Isometric two-stick shooter

- Planned and delivered various game design solutions focusing mainly on boss fights, combat design, AI behavior, and open-world activities.
- Implemented game areas, including all scripting and quest dialogue.
- Designed and implemented complex AI behavior for enemy NPCs, resulting in more challenging and dynamic combat encounters.
- Designed the layouts for all levels, blocking out simplified geometry to create engaging environments.
- Implemented all items found in-game.
- Designed, scripted, and implemented 4 unique weapons.
- Crafted and maintained combat and character balance systems.
- Created scenarios, placed game objects, and implemented level progression using game editor tools.
- Prototyped, iterated, and eventually shipped successful and cohesive game features.
- Wrote 20+ story missions.

Shipped Game: [Animal Quest](#) | Scavenger Hunt AR game series

- Designed and implemented gameplay systems (mechanics, progression).
- Oversaw the full game development lifecycle from concept to launch, including pre-production, asset creation, testing, and post-release updates.
- Executed clean and robust implementation of gameplay systems.
- Worked closely with engineers to design and implement a pipeline for content integration.
- Provided thoughtful and thorough systematic implementation of reward mechanisms and mechanics.

Game Designer (Contract) | Aug 2022 - Sep 2022

Appsfactory GmbH | Shipped Game: [My Lidl World](#) | Supermarket building game

- Redesigned UI to improve the layout for ease of use by players.
- Created a pipeline to load the in-game translations from the Google Sheet instead of hard-coded in-game to improve efficiency.
- Designed and implemented the farewell system for the game, announcing the end of the game's support.
- Strategized feature delivery on a week-by-week plan.
- Delivered multiple features on time and within budget.

Game Designer (Contract) | Sep 2021 - Dec 2021

Sushiverse | Game: [Sushiverse: Battle for Sushitopia](#) | 2v2 multiplayer hero shooter

- Designed and implemented 3 playable mechs with unique attack patterns and ultimate abilities.
- Created and drove Player combat moves, systems, and tools from initial design through implementation, iteration, and completion.
- Maintained, tuned, bugfixed, and polished all aspects of character implementation, including animation, visual effects, character controls, behaviors, and other systems, to a polished, shippable quality.
- Balanced all mech abilities and stats, resulting in a 30% increase in player engagement.
- Created and implemented a player hub where players could chat and play mini-games, resulting in 40% more player retention and 50% longer average playing time.
- Provided project delivery plan at both a high level and detailed, week-by-week task-focused plan, handled risk assessment, and created mitigation plans.

Technical Designer | May 2019 - Dec 2019

LiveMedia Group | Games (VR): [Truckload](#), [Escape Plan](#), [Workshop](#)

- Collaborated closely with the engineering team to implement new features and functionality.
- Collaborated with the art team on new UI and environment assets.
- Designed and implemented the win/lose systems for all 3 titles.
- Redesigned level designs for all titles.
- Created scenarios, placed game objects, and implemented level progression using game editor tools.
- Optimized the game, to reduce game size and improve performance.
- Playtested and tuned gameplay using feedback to inform iteration and quality.
- Pitched, designed and prototyped systems, features and content related to player progression.

Game Designer | Sep 2015 - Sep 2016

Smart Armadillo | Games: Designed and developed multiple [Doctor](#) games and [Arcade](#) games

- Designed, scripted, and implemented gameplay loops, player progression, and monetization.
- Designed, scripted, and implemented mini-games used for progression.
- Collaborated with the art team to create visually stunning environments and characters that enhanced the overall player experience.
- Facilitated communication and coordination between relevant departments to ensure overall creative vision.
- Estimated and planned team resources for new and ongoing projects.
- Built and strategized project roadmaps.
- Managed and mentored 5 direct reports.
- Tested games, executed code reviews and handled documentation.

Education

2013 – 2017 | Game Design, Belgrade Metropolitan University Belgrade, Serbia