

# Strahinja Dragojevic

## Game Designer

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*Experienced game designer with over 9 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

#### Technical Designer | Nov 2024 -

Sperasoft | Games: [Injustice2 Mobile](#), [Mortal Kombat Mobile](#)

- Creating and setting up in-game data assets.
- Developing combat systems and characters via Blueprints.
- Contributing to prototyping, game balancing, and gameplay tuning.
- Writing and maintaining detailed documentation.
- Owning and holding playtest sessions.
- Closely collaborating with Game Designers, Programmers, Technical Artists, and QA.

#### 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 NPCs 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

### 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.
- Worked closely with engineers to design and implement a pipeline for content integration.

## Game Designer (Contract) | Aug 2022 - Sep 2022

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

- Created a pipeline to load the in-game translations from the Google Sheet instead of hard-coding them in-game to improve efficiency.
- Designed and implemented the farewell system for the game, announcing the end of the game's support.
- 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.

## 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.
- Created scenarios, placed game objects, and implemented level progression using game editor tools.
- 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.
- Estimated and planned team resources for new and ongoing projects.
- Managed and mentored 5 direct reports.

## Education

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