Nikola Pešević

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Game developer and multidisciplinary artist. Experienced in both indie and commercial projects. Passionate about crafting immersive worlds and designing dynamic systems that come to life through interactivity. Focused on gameplay mechanics, optimization and user experience.

CORE COMPETENCIES

- Game Programming and Design
- Lua, Luau React, GDScript, Git
- Roblox, Godot, Source Engine
- Blender, Adobe Creative Suite
- Graphic Design and UI/UX

EDUCATION

Academy of Arts Novi Sad, BA 2022 - 2026 (expected)
Video Game Design - 9.64/10.00 2nd year average.

Škola za Dizajn Bogdan Šuput, Sep 2018 - June 2022
Graphic Design high school - 4.70/5.00 4 year average, 5.00/5.00 final exam.

Cambridge Certificate in Advanced English (C1) - Dec 2020
96% - 201/210 Overall. Performance at Grade A demonstrates C2 level.

EXPERIENCE

Indie Collective Founder, Dec 2024 - Present, TBA
Founded a six person game development collective, focused on building new experiences with a vision.
- Working on an unannounced first-person co-op game, built in Godot Engine.
- Leading the team and game design. Focused on game programming.

Game Programmer, Feb 2025 - Present, TBA
- Development of minigame-based social and item collecting experience from scratch.
- Utilizing the latest open-source tech stack, including Luau React for UI.

Game Programmer, Aug 2024 - Dec 2024, Haza LLC
Contributed to the development of House Tycoon 2, a live Roblox game with an existing active player base, by programming features and improving development workflows.
- Developed backend modules to support game functionality.
- Created tools to streamline workflows for artists and developers.
- Enhanced the development pipeline for better efficiency.
- Fixed bugs and optimized features for smoother gameplay.

Self Employed Roblox Game Development 2019 - 2022
- Procedural generation of cave and island environments with real-time sandbox destruction.
- Procedural generation, real-time sandbox destruction. FPS mechanics, including networking solutions.
- Back-end systems, analytics, purchases, data storage, technical documentation, pipeline and tooling.
- Studio & game branding, including website development.

Source Engine Freelance 2015 - 2019
- Proficient in engine pipelines and Hammer Editor.
- Created, adapted and distributed 15+ level design solutions for global clients.
- Projects inspired by real world locations and heightmap data.

AWARDS

Gamejam33 Academy of Arts Novi Sad, July 2024
- 6 person team lead, programmer and designer.
- Awarded 2nd place and best visuals.