



Nikola Pešević

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Game developer and multidisciplinary artist, currently studying video game design at the Academy of Arts, Novi Sad. Capable of executing a wide variety of projects by paying attention to both aesthetics and technical aspects.

CORE COMPETENCIES

- Game Design
- Gameplay Programming
- Level Design
- Graphic Design

TECHNICAL SKILLS

- | | | |
|------------------------|-----------------|---------------|
| - Adobe PS/AI/Id | - LUA | - Git |
| - Godot Engine | - Roblox Engine | - Plastic SCM |
| - Source Engine Hammer | - GDScript | - Blender |

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, 09/2018 - 06/2022

Graphic Design high school - 4.70/5.00 4 year average, 5.00/5.00 final exam.

Cambridge Certificate in Advanced English (C1) - 12/2020

96% - 201/210 Overall.

EXPERIENCE

Gamejam33 2024

- Team lead, programmer and designer of coop split-screen game in 33 hour game jam.
- 2nd place and award for best visual design

Self Employed Roblox Game Development 2019 - 2022

- Technical documentation of large scale multi-year projects.
- Procedural generation of cave and island environments with real-time sandbox destruction.
- Back-end systems, analytics integration, purchases and data storage.
- Game development tooling and pipeline setup.
- Brand design and mockups of merchandise.
- Website development and game studio branding.

Source Engine Freelance 2015 - 2019

- Wide Technical knowledge of engine pipeline and Hammer Editor.
- Creation of 20+ level design solutions for global clients.
- Projects inspired by real world locations and heightmap data.