

Katarina Ranković

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Portfolio: <https://www.katarinaportfolio.com/>

Location: Copenhagen, Denmark

PROFESSIONAL EXPERIENCE *Senior Unity Developer* February 2023 - Present
Tactile Games, Copenhagen (Denmark)

- Developed and maintained **game features** in a live mobile game environment.
- Built and optimized **workflow tools for 2D artists & game developers**, improving development efficiency.
- Contributed to **pipeline optimization and automation**, reducing repetitive tasks.
- Worked as a **bridge between developers and 2D artists**, ensuring smooth integration of assets and animations.
- Collaborated closely with **product owners and stakeholders**, aligning development goals.

Senior Unity Developer January 2022 - January 2023
Ironbelly Studios, Remote

- Led optimization efforts for *The Book of Distance*, ensuring smooth performance.
- Authored **API technical documentation** for cross-team usage.
- Worked on Unity, WebGL, and Unreal projects with a focus on **performance and maintainability**.
- Partnered with **multidisciplinary teams** to ensure high-quality development practices.

Unity Developer & Team Lead October 2019 - November 2020
Brave Giant, Novi Sad (Serbia)

- **Led a team of Unity developers**, managing hiring, mentoring, and performance evaluations.
- Designed and implemented **game development tools** to improve workflows.
- Established **agile workflows and best coding practices** for the team.
- Served as a **liaison between game designers and developers**, improving collaboration.
- Conducted **technical planning, sprint planning, and stakeholder meetings**.
- Developed game architecture and optimized rendering pipelines.

Unity Developer November 2020 - January 2022
Yboga, Remote

- Developed and maintained features for *Dream Hotel* (tycoon game).
- **Worked with product owners** to refine gameplay mechanics.
- Focused on **maintainability, debugging, and game scalability**.

Unity Developer
IGT, Belgrade (Serbia)

March 2018 - August 2019

- Developed **slot machine games**, including *Wheel Shot Electric Unicorn* and *Cleopatra Gold*.
- Optimized **graphics and game mechanics** for different market requirements.

EDUCATION

Bachelor of Science, Information Technology
University of Novi Sad, Faculty of Mathematics

TECHNICAL SKILLS

- *Programming Languages:* C# (Primary), C++, Python, Java.
- *Game Development:* Unity, Performance Profiling, Tool Development.
- *Workflow & Pipeline Optimization:* CI/CD, automation tools, pipeline improvements.
- *Collaboration & Management:* Agile methodologies, stakeholder communication, team leadership.
- *Documentation:* Redoc, Confluence, OpenAPI.