



Rastko Tojagić

Software Engineer

- Novi Sad
- Jan 27, 1996
- +381 65 9270196
- rtojagic.com
- tojagic.rastko@gmail.com
- @rtojagic

Technologies

- C# .NET WPF, Unity 3D
- C++, UE4
- Javascript / Typescript
- React (NextJS)
- Firebase

Skills

- Data Structures & Algorithms
- Theory of Automata and Formal Languages
- Linear Algebra
- Analytical Geometry
- Software Engineering
- Experience using Windows, Mac OS or Linux
- Professional communication and writing

Languages

- Serbian (Native)
- English (Advanced)

Summary

Software engineer with professional experience in multiple areas of game development and web development. Driven by passion for coding, highly motivated in proper environment and always open and eager to learn new languages and technologies. Creative mindset in problem solving with an eye for design and art.

Work Experience

1 year – present **Software engineer** Fluxon
 Worked on multiple highly demanding web applications written in React (NextJS), Firebase and Node (NestJS). I was involved with both front-end and back-end development, as well as the CI / CD processes, Firebase management utility scripts, migrations and releases.

- Taki, Superlayer (released BETA) - crypto based network for content creators powered by [rally.io]
- Dory - app for team meetings and events, successfully released in-house project [dory.app]

1 year **C++ Programmer** Ubisoft
 Worked on an unannounced, but now leaked, multiplayer battle royal game - code named PATHFINDER. My responsibilities were for

- Gameplay features, chasing and fixing bugs
- Developing the tactical map (tech design, math, programming)

2020 **Software Engineer** The BfME Online, fan-made project
 I was invited to lead a community driven fan-made, project aimed at restoring the possibility of ranked online gaming for *The Battle for Middle-Earth* series. This was a highly demanding project requiring the usage of different technologies

- Launcher written in .NET WPF using C#
- Online services, React, NodeJS, CI / CD workflows
- Reverse engineering (harvesting game info from memory), C/C++

2017 – 2020 **Unity 3D / UE4** Part-time / Full-time / Freelance
 - The Logos Vision (Novi Sad)
 - Cryptic Legends (Belgrade)
 - Place of Departure (Novi Sad)

Worked in a couple of smaller game development studios on a variety of projects for mobile platforms and PC. Was responsible for programming gameplay, UI and online parts of the game. Experience in organizing project tasks using Jira and architecture of Unity 3D projects.

Personal Projects

CppMate
 Cpp Mate is a Visual Studio plugin, written in C# aimed to help with managing source files for C / C++ projects. More info on my github.

Certificates

2016 **Certificate in Advanced English C1** Cambridge

Education

- 2015 – Present **Bachelor of Computer Science** Faculty of Sciences, Novi Sad
Department of Mathematics and Computer Science.
- 2011 – 2015 **High School** Gymnasium of Sremska Mitrovica
Computer science and Information technologies.

Extra-Curricular Activities

Personal research

- 2018 **Minimization of Boolean terms** Mathematics
During the elective course I took, called "Boolean algebra and optimization" and as part of improving my skills in functional programming I wrote a parser and a minimizer for complex Boolean terms in Scala.
- 2018 **Procedural generation** Mathematics
Procedural generation of linear terrains with obstacles in computer games. Application of theory of Automata and Generative grammars. Generating procedural content using left-linear regular language grammar.