

# Darinka Zobenica

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## C++ Programmer

### 📁 Experiences

Oct 2021

#### Junior Gameplay Programmer, Ubisoft Belgrade

Present

C++ Generic Programming Optimization P2P Gameplay Programming Presentation

Drove the development of crucial features for a multiplayer shooter with 40 players and over 10k AI per game, tested under the name [Project U](#).

- > **Ping feature: was sole owner.** Dealt with mastership, replication, and system flexibility. Worked with performance-sensitive systems for visibility checking, aim detection, and proximity detection. Mentored the new owner.
- > **Voice and sound: currently sole owner.** Maintaining and updating systems to accommodate new requests, writing detailed documentation comprehensible to all job families, constantly communicating with game designers, sound designers, narrative designer, production.
- > **Mentor to college students.** Helped organize a guest-course on Faculty of Mathematics at University of Belgrade, where we taught students about programming in gamedev, helping them learn a bare-bones ECS engine. Helped in tackling tech challenges, reviewed their code, helped smooth out team dynamics, organized team meetings and teambuildings.
- > **Presenter for SGA Empowers initiative** for high school girls, explaining the role of programmers in game development.

Jan 2021

#### Compiler Tutor, Upwork, Freelancer Profile

Jul 2021

LLVM IR lex yacc Knowledge Sharing Documentation

- > Tutored students in LLVM IR for their college coursework.
- > Helped students create interpreters using lex and yacc.

Mar 2019

#### Freelance Author, StackAbuse, <https://stackabuse.com/author/darinka/>

April 2021

markdown Sorting Algorithms Java python Genetic Algorithms Design Patterns

Wrote some of the most visited articles on the CS tutorials website, with one being the top article on the website for over a year, with over 100k views. Example articles:

- > [A\\* in Java](#)
- > [OO Design Principles in Java](#)
- > [Design Patterns in Python](#)
- > [Guide to K-Means Clustering with Java](#)

Oct 2016

#### Omicron Students' Organization

Oct 2021

Leadership Teamwork Fundraising Corporate Relations

- > **Positions:** FR Manager, FR Team Lead, President
- > **Projects:** MatHackathon, JobPrep, MATF Survival Guide, Cubicon, helped the faculty organize MATF++ and IT@MATF
- > **Achievements:**
  - During the initial year in the student organization, assumed the role of **chief organizer for JobPrep**, a two-day event including a series of workshops, a panel discussion, and an HR interview simulation with real recruiters from the industry.
  - **Secured many important sponsorships** both while working in FR and leading it. **Led negotiations** between gold-tier sponsors of MatHackathon about what the main focus of the competition should be.
  - As a President, spearheaded a series of new impactful events Omicron members were passionate to organize, including MATF Survival Guide and Cubicon.
  - **Coached people** from initial apprehension about making phone calls to a point where they eagerly anticipated engaging in small-talk with secretaries.
  - Did **paperwork** for Board meetings and general assemblies before becoming President, handled all of the **finances and legal matters** after.

## Education

Jun 2023 **Bachelor of Computer Science** at Faculty of Sciences, *University of Novi Sad*

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## Skills

**Programming Languages:** C++, LLVM IR, bash, Java, SQL, python, C# (Unity)

**Descriptive Languages:**  $\LaTeX$ , markdown, HTML, CSS

**Tools, Environments & OS:** git, Perforce, Jira, Visual Studio, Flex, Yacc, Docker, JetBrains IDEs, GNU/Linux, Windows

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## Personal Projects

Sep 2018



### Trail, Personal Project, Adventure Game Studio

Feb 2019

[Adventure Game Studio](#) [AGS Script](#) [Game Development](#) [Project Management](#) [Product Management](#) [git LFS](#)

Led a diverse 10-person team in creating a captivating Slavic-themed point-and-click game within SGA's GameDev Incubator initiative. Crafted in 6 months with Nordeus mentorship, it offers an hour of rich gameplay rooted in Slavic folklore.

Website: [mentathiel.github.io/trail/](https://mentathiel.github.io/trail/)

Video showcase: <https://youtu.be/t7N6TyEq1bU>

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## Other

### Workshops & Conferences Attended:

#### > SGA Soft Skills Academy

Two days of workshops developing various soft skills.

[Presentation](#) [Resilience](#) [Productivity](#) [Storytelling](#)

### Languages:

**Serbian:** Native Proficiency

**English:** Full Professional Proficiency

**Russian:** Elementary Proficiency