

Darinka Zobenica

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C++ Programmer

Experiences

Oct 2021 Present	Junior Gameplay Programmer, Ubisoft Belgrade <div>C++ Generic Programming Optimization P2P Gameplay Programming Presentation</div> <p>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.</p> <ul style="list-style-type: none">> 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 Jul 2021	Compiler Tutor, Upwork, Freelancer Profile <div>LLVM IR lex yacc Knowledge Sharing Documentation</div> <ul style="list-style-type: none">> Tutored students in LLVM IR for their college coursework.> Helped students create interpreters using lex and yacc.
Mar 2019 April 2021	Freelance Author, StackAbuse, https://stackabuse.com/author/darinka/ <div>markdown Sorting Algorithms Java python Genetic Algorithms Design Patterns</div> <p>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:</p> <ul style="list-style-type: none">> A* in Java> Design Patterns in Python> OO Design Principles in Java> Guide to K-Means Clustering with Java
Oct 2016 Oct 2021	Omicron Students' Organization <div>Leadership Teamwork Fundraising Corporate Relations</div> <ul style="list-style-type: none">> Positions: FR Manager, FR Team Lead, President> Projects: MatHackathon, JobPrep, MATF Survival Guide, Cubicon, helped the faculty organize MATF++ and IT@MATF> Achievements:<ul style="list-style-type: none">— 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*

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

Personal Projects

Sep 2018



Trail, Personal Project, Adventure Game Studio

Feb 2019

[Adventure Game Studio](#) [AGS Script](#) [Game Development](#) [Project Managment](#) [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/

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

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