Dragan Stamenkovic

Senior Unity Developer

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SUMMARY

Unity Developer with 9 years of experience across mobile, WebGL, VR/AR, and enterprise simulation projects. Specialized in clean architecture, performance optimization, dependency injection (VContainer, Zenject), and scalable Unity systems. Skilled at developing polished features from prototype to full production.

SKILLS

Programming: C#, .NET, Python

Unity: Input System, DOTween, UniTask, Addressables, Profiler

Architecture: MVC, MVVM, Clean Architecture, DI (VContainer, Zenject)

Tools: Git, TeamCity, Jira, Scrum, Kanban

Platforms: Mobile, WebGL, VR/AR

Other: Object pooling, UI/UX implementation, feature prototyping

WORK EXPERIENCE

Senior Unity Developer — Daedalus Games (Serbia)
Jul 2025 – Present
Conceptualizing and prototyping multiple hyper-casual game concepts, utilizing playtester feedback and engagement data to rapidly iterate and refine gameplay towards a market-ready product.

Senior Unity Developer — Locker Live Inc (Los Angeles, US - Remote)
Nov 2023 — Nov 2024
- **Engine & Architecture:** Built a live fantasy sports app in Unity using an advanced MVC architecture.
- **Performance Optimization:** Designed a battery-saving system that locks FPS at 20 during idle and restores 60 FPS upon touch input.

- **Features & Compliance:** Integrated real-time chat and a critical geofencing system to enforce regional legality, blocking access in U.S. states where fantasy sports betting is restricted.
- **Video:** youtu.be/RiXw3Vbvsmg
- **Website:** locker.bet/

Senior Unity Developer — Innerspace GmbH (Innsbruck, Austria - Remote)
Aug 2022 — Aug 2023
- Refactored legacy systems into clean, testable architecture.
- Created full cleanroom simulation.
- Built Human Error VR system.
- Developed two-hand grab interactable system
- Website**:** innerspace.eu

Unity Developer — Smart Visualizer (Malmö, Sweden - Remote)
Oct 2018 — Jul 2022
- **Project:** Smart Visualizer – City-Scale Digital Twin (Unity WebGL)
- **Architecture:** Implemented a combined Single Entry Point (SEP) and Model-View-Controller (MVC) pattern to streamline asset loading and improve app structure.
- **Performance:** Integrated KTX 2.0 texture compression for optimal memory management and faster load times in the browser.
- **Key Features:** Developed a comprehensive analysis suite:

    - *Environmental Simulation:* Flood analysis, Sun analysis, Height analysis.

    - *Spatial Analysis:* Cross-section tool, Obstacle detection, Surface measurement.

    - *Tech:* All tools utilize custom shaders for real-time rendering

- **Project Link:** svisualizer.com/#/View/083cfba27adffb6

Unity Developer — Webelinx (Nis, Serbia)
Mar 2017 — Oct 2018
- Built Unity editor tools for story games, including node-based storyline system

Junior Unity Developer — Upwork (Remote)
Apr 2015 — Jul 2017
- Built various Unity projects for international clients.

Junior Unity Developer — Four Story Creative (Dallas, US - Remote)
Jan 2016 — Oct 2016
- Developed educational prototypes (2D/3D games).

Junior Unity Developer — Naloki (Belgrade, Serbia)
Sept 2014 — Sept 2015
- Created pets games, 2D platformer "Spongy", and arena survival game.

EDUCATION

-   Software Engineering — Visoka Poslovna Skola Strukovnih Studija (2011–2014)