

# DAVID MIKULIC

## GAMEPLAY PROGRAMMER



Ambitious Gameplay/Systems Programmer with a passion for complex and well optimized systems seeking internship. Proficient in multiple engines and languages and takes pride in learning very quickly. Has a solid grasp of mathematics, from differential equations to linear algebra.

### TECHNICAL SKILLS

Unreal Engine  
Unity  
Perforce  
Git  
Blender

### LANGUAGES

1. C++
2. C#
3. HLSL

### CONTACT

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[GitHub](#)

### EDUCATION

#### FUTUREGAMES

Graduated as a programmer specializing in Advanced Gameplay

2023-2025

#### LINGUISTICS MINOR

Started a Linguistics minor at Lund's University.

2022-2023

#### POLHEMSKOLAN LUND

Graduated the science program, Fysik Spets, with an admission score of 20.94. Took all math courses in the first two years and completed one University level math course (Linear Algebra).

2019-2022

### EXPERIENCE

#### ROOKIES GAME OF THE YEAR NOMINEE

Got nominated as one of the six mobile game of the year finalists.

2024

#### POSTNORD

Worked in the terminal, loading and unloading packages from trucks. This taught me to work under pressure, and to simply do my thing.

2022