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Senior Unity Developer with 15+ years of experience developing and maintaining high profile games and virtual experiences, and leading high performing teams.

SUMMARY

A T-shaped professional with a track record of developing products with millions of users and revenue, and successful short stints in product management, game design and business. Skilled at designing architecture and processes to maximize quality and velocity while minimizing technical debt. Well versed in optimization, even for exotic metrics. Experienced developing across platforms, entire Unity ecosystem of technology, and beyond.

SKILLS

Mobile ■ WebGL ■ WebGPU ■ XR ■ C# ■ Optimization ■ Shaders ■ Animation ■ Unity UI ■ UI Toolkit ■ URP ■ SRP ■ Addressables ■ XR Toolkit ■ AR Foundation ■ Cinemachine ■ Tools ■ Architecture ■ NGO ■ Photon ■ coherence ■ UniTask ■ Multiplayer ■ Scalable Game Backends ■ REST API ■ ASP.Net Core ■ Entity Framework ■ Analytics ■ LiveOps ■ Content delivery ■ Server Side Rendering ■ Javascript Unity wrappers ■ Technical leadership ■ Agile ■ Organizational Psychology ■ Game Design ■ Product Manament ■ Market positioning

ACCOMPLISHMENTS

- **Optimized** CoSociety's virtual office **app and team** with Unity bleeding edge technology and best practices, **improving every tracked** team and product performance **metric**
 - Established collaborative excellence culture
 - Decreased rework by order of magnitude and regression bugs to 0
 - Improved relationship between team and CEO
 - Trained technical artists to produce optimized assets and scenes
 - Improved frame-rate by over 100%, RAM and VRAM by over 50%, scene size by over 70%
 - Simplified project architecture speeding up development
- **Tech-led** the team that developed and ran **Top Eleven** mobile game bringing over **\$100M** in **ARR** with **1M DAU**, for three years
 - Championed hands-on excellence, developing some of the most challenging features
 - Fostered collaborative knowledge-sharing culture
 - Ensured coherence in execution
 - Developed and supported career plans for individual engineers
 - Influenced wider company strategy working with C-suite
- Developed complete **multiplayer technology** for Heroic - Magic Duel mobile game bringing **\$10M** in **ARR** and amassing **5M downloads**
- Working closely **with executives** at MaxQuest, architected and implemented a complete **framework** for making their **iGaming titles**. The framework powered all future games, **reducing** typical **development time** of games by 30%, team size by 40%, and running costs by 50%, but **increasing production quality** to a new all time high
- In 2023, in **just 6 weeks**, developed highly optimized **production-ready** battle-arena game XSTRO, running 100 player rooms and 6000 network synced objects on the cheapest cloud instances available
- Designed and developed **custom car physics** for Race Duels, an innovative mobile car racing game. **Founded and led** an **indie studio** through development and release of the game **entering top 2%** of mobile racing

CAREER PROFILE

Independent | Freelancer (2021-present)

Indie Game Studios | Founding Engineer/CXO (2017-2021)

Nordeus | Senior Software Engineer, Technical Lead (2011-2017)

EXPERIENCE

Technical director/CTO, CoSociety (Jun 2025 - Feb 2026)

Developing a browser based high fidelity 3D virtual office for virtual teams. Worked hands on but in addition, turned a disillusioned disorganized team that had lost investor support because of not delivering into a team that is confident and performs:

- Fostered a **culture of collaborative excellence**, leading to increased developer performance and engagement. Designed the hiring process and selected candidates so we only hire excellent, collaborative people, further strengthening the culture.
- Mentored the team on **effective** use of **code reviews** to improve individual and collaborative results.
- Introduced a framework for self-improvement and knowledge sharing. Together with culture and code reviews it led to measured **4-5x less rework**, average **regression bugs** per sprint going **from 2.5 to 0**, and **increased** reported team **confidence** and **satisfaction** with work.
- **Helped CEO** navigate complex technical landscape, set ambitious but realistic goals, and ensured predictable delivery to plan around, **lifting pressure** from both the team and the CEO.
- By keeping an open conversation and collaborative approach, **improved relationships with vendors**, such as video chat providers, from turbulent or disengaged to supportive and enthusiastic.

Senior Unity Developer, CoSociety (Jan 2025 - Jun 2025)

Came in as freelancer Unity expert, later going on to lead the team as Technical director/CTO. Working hands on, stabilized and heavily optimized the product, while mentoring the team on effective use of Unity:

- **Mentored** developers and technical artists on **using Unity effectively**. Developers **increased velocity** by building better feature **architectures** and utilizing **modern Unity** capabilities, while technical artists produced **assets** that are **optimized** and of **higher quality**. I.E. lightmap optimization led to **70% smaller scene** files and **50% less** texture **memory** usage.
- Established a **profiling toolset**, and **best practices** for working with the bleeding edge **WebGPU** renderer. **Proactively** worked **with Unity and Google** resulting in several blocking WebGPU **issues resolved quickly** in upcoming Unity and Chrome updates.
- **Built** real-time **server-side 3d processing** pipeline for optimizing avatars. Optimized avatars had massively better GPU performance in Unity client, improving the **frame rate by 100%**.
- **Optimized content delivery** reducing **memory** usage by **30-50%** without sacrificing quality.
- Implemented **custom content delivery** for low end GPUs, allowing app to maximize visual quality and work smoothly **across devices** from very low to very high end.

Senior Unity Developer, Betsoft Gaming (Sep 2023 - Jul 2024)

Brought in to put failing real-time multiplayer development of a suite of iGaming crypto titles for WebGL under control. After quickly setting it on track, went on to develop technology that powers all of the games in the suite.

- In **two weeks**, turned **multiplayer development** from a two month long **dead-end to full swing**, by setting the foundation of code and cloud infrastructure for all games to use (Multiplay, NGO, Unity Cloud Services). Unblocked development of several games halted because of multiplayer problems.
- Built **custom matchmaking** linked to an **auto-scaling** multiplayer **cloud**.
- Built serverless **persistent backend**, storing and updating player accounts, progress, friends and private rooms.
- Built **custom analytics backend** that clients and game servers write to, integrated with **GCP** for creating reports.
- Created a **Unity package** with **plug-and-play** cloud and backend services integration, plus features games typically use, such as RTP, lightweight deterministic physics, betting rounds with buy-ins and player interactions. Using the package, built the **flagship game** and created **package documentation** in the process. Future games were developed by separate teams using the package relying only on documentation. Package and services **reduced** typical game **development time** by 30%, **team size** by 40%, **running costs** by 50%, while significantly **increasing production value**.

Senior Unity Developer, XGameFi (Aug 2023 - Jul 2024, Part-time)

Quickly rebuilt networked gameplay and cloud infrastructure to be performant, robust, scalable and secure, enabling a quick launch on the web. Stepped up to lead Unity development and advise the CEO, expanding the game to Mobile and evolving the infrastructure and visuals. Real-time battle arena game, an evolution of agar.io with premium visuals and NFT integration, for WebGL and Mobile.

- Rebuilt cheatable client-authority **network code** to a **secure** server-authoritative one with dedicated servers and **auto-scaling** multiplayer **cloud**, using **Multiplay** and **Photon Fusion**. Implemented complete gameplay and infrastructure, and **released** the game to users **in 6 weeks**, working part time and with no prior Photon Fusion experience.
- Heavily **optimized the server code** to be able to host 100 players per room on single core 2.8Ghz Multiplay cloud instances, with 6000+ synchronized objects in the world. Used **advanced networking concepts** from Fusion, like **prediction and rollback**, and **network culling**, to optimize performance of the massive world on Unity clients.
- **Migrated** the game from Multiplay to **Amazon Gamelift** as a long term solution, utilizing **dynamic DNS**.
- Worked **closely with the CEO on strategy**, advising on game technology and game business in general.

Founder & CEO, Distill Games (Jan 2019 - Sep 2022)

Founded and led a 5-people indie gaming studio from 0 to a top 2% mobile racing game. Envisioned the product and precise market positioning, built core technology - custom car physics, recruited the team and raised funding, then produced the game while working hands on in engineering and game design.

- The game entered **top 2%** of mobile racing by retention and engagement (37% D1, 24 minutes daily play time).
- Developed the game's selling point, an innovative **car physics engine** adapted to mobile controls, utilizing a mix of deep physics research, mobile game design fundamentals, advanced engineering solutions, and user-testing.
- Set project's **architecture and technical foundations** that stood from prototyping to launch and live.
- **Recruited and led a team of high-performers** using the creative vision and collaborative excellence culture. Maintained a highly productive, functional team, that reported satisfaction with work and workplace relationships throughout the grueling development and launch period.
- Raised money from a government grant as one of the **most promising Serbian startups**.

Network and gameplay programmer, Nordeus (Mar 2016 - Mar 2017)

Built custom netcode solution for a real-time battle arena mobile game Heroic - Magic Duel (initially called Spellsouls) that went on to 5M downloads and \$10M ARR. Netcode included real-time state replication with prediction and rollback implemented with raw TCP and UDP, plus a logical layer buffering messages on both sides while server connection is broken and reestablishing connection seamlessly by reconciling state between client and server.

Prototyping and pre-production, Nordeus (Mar 2015 - Mar 2016)

With an autonomous self-organized team of 8 programmers and artists completed prototyping and preproduction of an innovative mobile racing game, and got it greenlit for production. Focused on game design and market positioning. Found the fun and balance praised in a company playable, and clear market positioning validated through extensive playtesting.

Senior Unity Developer, Nordeus (May 2014 - Mar 2015)

Member of a "super-team" that reimplemented Top Eleven client in Unity. Implemented custom UI framework with auto-scaling and layouting features that supported the game's complex UI's perfect look across devices of vastly different sizes, aspect ratios and pixel density. Helped apply scrum by the book, planing poker, and velocity tracking to estimate and manage the huge previously unmanageable project.

Technical Lead, Nordeus (May 2011 - May 2014)

Started as junior developer but quickly promoted to technical lead of the Android Client team of 4 on the Top Eleven mobile game. Led the team for the next three years, shipping the game and growing it to \$100M ARR and 1M DAU in the first year, then 20-30% YoY for the next two years. Championed collaborative excellence culture, ensured coherence in technical solutions, ensured stability and predictability of releases through application of agile, developed and supported teammate career paths and helped interview process and hiring decisions.

EDUCATION

Faculty of Electrical Engineering, University of Belgrade, Serbia

Master's Degree, Computer Software Engineering (2005-2011)

GPA 9.5/10