

Nikola Šobajić

ENGINE PROGRAMMER · LEAD PROGRAMMER

Belgrade, Serbia

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Experience

Supergiant Games

Belgrade, Serbia

ENGINE PROGRAMMER

Mar 2020 -

- Working on Hades.

Ubisoft

Belgrade, Serbia

ASSOCIATE LEAD PROGRAMMER

Dec 2016 - May 2020

- Fully responsible for the teams' delivery and development. Most of the time devoted to coaching, debugging, doing code reviews and organization of the team's time and tasks, as well as planning future features with Game Designers, Producers and external stakeholders.
- Led a 5-person engine team working on an unannounced title delivered on 10 different platforms. Full engine and render ownership on two of those platforms.
- Developed Ghost Recon Breakpoint PVP in collaboration with Ubisoft Bucharest. Joined the project post-beta and worked mostly on polish, bug fixing and balancing on a tight deadline. Developed post-launch stability fixes and Episode 1 feature update fully.
- For two years, worked with a team of 8-20 engine and gameplay programmers working on Ghost Recon Wildlands PVP. On the gameplay side, my team was delivering classes, game modes, UI and monetization for Ghost War on PC, Playstation and Xbox. Engine tasks include whole input-system refactor, maintaining an active anti-cheating solution and general game stability.
- Organizing C++ meetups, holding company presentations in external events to raise awareness of the company and the GameDev scene in Serbia. Held a semester-long course at the Belgrade University, Faculty of Mathematics, titled "Game development in C++".
- Lead programming hiring manager. Created and maintained tests for C++ programmers. Led the efforts to streamline the hiring process for programmers in collaboration with HR. Hired more than 50 programmers during this period. Ubisoft Belgrade has received multiple awards for our hiring process from various job-seeking platforms.

Ubisoft

Belgrade, Serbia

ENGINE PROGRAMMER

Sep 2015 - Dec 2016

- Active development and maintenance of an in-house engine in C++ for Ghost Recon Wildlands. Contributions included: video rendering in menus, post-effects implementation, multimonitor support, integrating and coordinating third-party anti-cheat and anti-crack solutions.

Intel

Belgrade, Serbia

EMBEDDED SOFTWARE ENGINEER

Jul 2013 - Aug 2015

- Filled many important roles according to the company's needs including: automating a large part of the workflow, set up a Continuous Integration environment and regression testing and Android integration. Implemented an automated solution for verification of imaging algorithms on a custom SoC. Moonlighted as a Linux System Administrator on the site.

IHP Microelectronics

Frankfurt (Oder), Germany

RESEARCH SCIENTIST

Jul 2012 - May 2013

- Developed software for several biomedical embedded systems and a multi-platform signal analysis application. Simulated a satellite communication system for a feasibility study.

Skills

Programming C++, C, Shell scripting, Python, Assembly

Tools git, Perforce, Visual Studio, Jira, MSVC, clang, various CI/CD solutions, Linux

Languages Serbian, English, basic German

Education

Belgrade University

Belgrade, Serbia

MSc ELECTRICAL ENGINEERING AND COMPUTER SCIENCE

2010-2012

- MSc majored in Biomedical Engineering with a GPA of 10 out of 10. Successfully defended the thesis titled "Cortical Activity Variations During Various Motor Tasks" with the highest grade.
- BSc majored in Signal Processing with a strong backing in Computer Science and Electronics. GPA in the top 2% of the class. Bachelor thesis titled "Comparison of the event-related desynchronization during self-paced movement and when playing a Nintendo Wii game" defended with the highest grade and presented at the international TELFOR conference.