JOSIP ŠTAJDOHAR

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EDUCATION

Bachelor's degree of physics | *Meteorology and seismology*   2017
University of Zagreb | Faculty of Science   Zagreb, Croatia

WORK EXPERIENCE

Senior Unity 3D developer   May 2022 – present
Delta Reality   Zagreb, Croatia
- Lead the technical aspects and coordinated programming, design and art, on a set of collaborative multiplayer XR applications that is targeting Windows, macOS, IOS, Android and web
- Improved the workflow of sharing internal codebase between projects by creating an internal scoped registry (verdaccio) and defining the workflow of sharing internal packages between projects
- Worked on VR training tutorials for railway companies using Frauchers sensor technology

Unity 3D developer   Oct 2021 – May 2022
Delta Reality   Zagreb, Croatia
- Worked on VR training tutorials for gas companies: Linde, Afrox, Unipetrol and Gazprom. Project had 25 scenarios and models off factory plant parts stretching over 800 ha area and 300 meters height
- Worked on solving various rendering issues and custom shaders for the above mentioned project and other smaller projects

Software developer   Sep 2019 – Oct 2021
Ericsson Nikola Tesla   Zagreb, Croatia
- Worked on multiuser VR applications made with Unity engine and server made in regular C#
- Only person in team with technical artists knowledge (rendering pipeline, shaders)
- Worked on optimizing the project from PC VR to standalone mobile headsets
- Worked with an international team.
- Worked on various problems: server code, physics problems, implementing UI, backend solutions, various visual improvements...
- Teaching designers and modelers git workflow, teaching new interns

Intern   Nov 2018 – Sep 2019
Ericsson Nikola Tesla   Zagreb, Croatia
- Same as the first 5 items listed above.

Intern   Feb 2018 – Oct 2018
Stype   Zagreb, Croatia
- Worked on a AR asset that allowed Unity and Unreal engine to use Stype's camera tracking technology. Product made with AJA's SDK in C++
- Worked with high-quality film industry equipment and learned a lot about video streaming and camera tracking

SKILLS

Programming languages - Professionally: C#, C++ | Minor experience: html, python, erlang
Shading languages- Professionally: Cg, glsl, hlsl
Game engines - Professionally: Unity | Minor experience: Unreal, Godot, Three.js
Source controll - Professionally: Git, Plastic SCM
Languages: English (C1), German (B2), Croatian (Native)
Document Creation: Microsoft Office Suite, LaTex
Driver's license: B category