# Dino Zvonar

## SYSTEMS AND TOOLS PROGRAMMER

## Contact Me

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## Skills

- C++ | Proficient
- C# | Intermediate
- DirectX 11 | Intermediate
- IMGUI | Proficient
- Perforce | Intermediate
- Scrum | Intermediate
- Visual Studio | Proficient
- Unity | Intermediate
- Communication | Proficient
- Team Work | Proficient
- Adaptability | Expert
- Problem solving | Proficient

## Languages

- English | Fluent
- Swedish | Native
- Serbo-Croatian | Native

## About Me

I am a passionate and ambitious game programming student at The Game Assembly in Malmö.

In my past experience as a line cook I learned the importance of crystal clear communication which is something that I always strive to achieve.

I have a passion for tools programming; I always aim to make the user experience for my team members as convenient and efficient as possible.

## Education

**08/2022-Present**

**The Game Assembly | Malmö** - *Higher Vocational Education*
*Game Programmer*

- C++ Programming
- Agile & Scrum development
- Courses in design patterns, tools, rendering, linear algebra and more
- 8 Group Game Projects
- Developed a Game Engine from scratch using C++ and DX11

**08/2019-06/2022**

**LBS | Helsingborg** - *Upper Secondary School*
*Technology - Game Development*

- Game Development in Unity & Monogame
- C# Programming
- Adobe Illustrator & Photoshop

## Work Experience

**12/2021-02/2023**

**McDonald's | Helsingborg** - *Resturant*
*Part Time Line Cook*

- Stress Management
- Clear Communication
- Teamwork

**06/2019**

**Elinebo | Helsingborg** - *Retirement Home*
*Summer Worker*

- Patience
- Communication