

MARIO ANTOLOVIC

Unity Game Developer | 7 Years Experience | Multiplayer & Gameplay Systems



Croatia



Fully Remote

Contact

 marioantolovic0@gmail.com

 Discord: silver91

 [LinkedIn](#)

 [GitHub](#)

 mario-gamedev.com



PROFESSIONAL SUMMARY

Certified Unity developer with 7 years of experience shipping polished 2D and 3D games across Steam, App Store, Google Play, and WebGL. Specialist in real-time multiplayer networking (Photon Fusion 2, Photon Quantum, Mirror, Unity Netcode) and scalable, modular gameplay architecture. 50+ delivered projects spanning RPG, action, casual, puzzle, racing, and fighting genres – from rapid prototypes to full commercial releases with 100k+ downloads. Comfortable owning systems end to end: combat, dialogue, enemy AI, inventory, progression, ads, and full publishing pipelines.

Experience

Freelance Unity Game Developer

– Self-Employed / Remote

2019 – Present

- Delivered 50+ shipped titles and prototypes across mobile, PC/Steam, and WebGL, handling gameplay code, systems architecture, optimization, and store publishing.
- Built real-time multiplayer using Photon Fusion 2, Photon Quantum, and Mirror – including lobby/matchmaking flows, PvP and up-to-4-player co-op, and server-authoritative sync.
- Deployed and orchestrated dedicated multiplayer servers with Edggap for low-latency, scalable match hosting.
- Engineered RPG systems from scratch: turn-based and grid-based combat, dialogue, behavior-tree enemy AI, quests, inventory, and stat/progression systems.
- Integrated monetization (Unity Ads, AdMob) and shipped a casual RPG with 100k+ downloads on Google Play.
- Worked directly with designers, artists, and producers in distributed remote teams using Git-based workflows.

Freelance Web Developer

– Self-Employed / Remote

2016 – 2019

- Built custom WordPress and bespoke websites for international clients via Upwork, developing strong self-management, client communication, and delivery-under-deadline skills that carried into game development.

Core Skills

- **Engine & Programming:** Unity, Unity 2D/3D, URP, ScriptableObjects, event-driven architecture, performance optimization
- **Languages & Practices:** C#, design patterns, clean modular code, Git (PRs, code review, merge-conflict handling)
- **Multiplayer:** Photon Fusion 2, Photon Quantum, Mirror, Unity Netcode for GameObjects, Edggap (server orchestration & deployment), matchmaking, lobbies, PvP & co-op sync
- **Gameplay Systems:** Combat, dialogue systems, enemy AI (behavior trees), quests, inventory, turn-based / grid-based battles, ability systems, save/load & progression
- **Publishing & Extras:** Full pipeline for Apple App Store, Google Play, and Steam; Unity Ads & AdMob integration; UI/UX systems; basic shaders



KEY PROJECTS

- **Ardent: Rise** (Steam) – Multiplayer action RPG with 5-player online co-op PvE; built class-based combat (tank/healer/damage roles), abilities, and networked gameplay systems.
- **Blood of Yamin** (Steam) – Programmed NPC AI and dialogue systems for a horror RPG.
- **Who Needs a Hero?** (Google Play) – Built core gameplay and ad integration for a casual RPG; 100k+ downloads.
- **Soul Fighters** (Kickstarter) – Developed multiplayer mechanics for a fighting game.
- **Riviera: The Promised Land** (Steam) – Optimized a JRPG remaster for modern platforms.
- **Lacrosse 22** (PC) – Programmed core gameplay mechanics for a sports title.
- **Plush Fight League** (PC / Mobile) – Multiplayer fighting systems and networked match flow.
- **StarFox Clone** (PC) – Recreated a classic on-rails shooter with updated mechanics.
- **Match-3 & Casual Titles** (Android / iOS) – Multiple shipped mobile games with full ad integration.
- **Multiplayer Prototypes** (PC / Web) – FPS and 2D RPG demos showcasing networked gameplay.