



David Jelnikar

Game Designer, Programmer
Portfolio Link

About Me

I'm 22 years old Slovenian with a background in software engineering high school Vegova Ljubljana and I'm a soon to be graduate from Falmouth University as a Game Designer in 2021. My objective is to create market-led games with meaningful gameplay and story choices that leave a lasting memory in players' minds.

Software Proficiencies

- Unreal Engine 4
- Unity
- Game Maker
- C, C++, C#, Python, HTML, PHP, Firebird, SQL
- Adobe Illustrator, Adobe InDesign
- Blender

Game Related Experiences

1. For Unreal Tournament 4 I have created a deathmatch level G.E.R.O. and a capture-the-flag map Frozen Throne. Both levels emphasize verticality and speed. Frozen Throne also requires the player's full knowledge of the movement system to reach certain power-ups and traverse the map faster and safer. Through this, I have learned about UE4's material editor, Blueprints, destructible meshes, lighting and performance budgeting.
2. I have composed a level in Unity for a CS: GO like tactical shooter playstyle. The project gave me valuable insight into CS: GO map design philosophy.
3. I was a systems designer on a small group VR "shut 'em up" project. I was responsible for AI behaviour and player controls for Oculus Rift.

Other Relevant Experiences

1. For the last 6-years I've spent almost the entirety of summer break working at my family's company Trans Felix to gain worker's disciplines. Although its a family business, my father was always strict with me. I also work throughout the year whenever I find the time or whenever they need me. For the past few years, I've been working as technical support for employees and as a graphics designer for company's promotional materials.
2. For a company Trans Felix I've developed a Python programme that generates a 'tire labellings' based on the info from Excel spreadsheets. The software also contains some customizability regarding spreadsheet structure and a licence key system for distribution of the software to other companies in this field.
3. I have finished my previous year at Falmouth University as a Game Designer with 3 out of 5 modules with an excellent grade of 1st.



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