

Jan Ševčík

Experienced game developer skilled in Unity 3D, with a strong passion for creating immersive and captivating gaming experiences.

Těchov 176
Blansko, 67801
Czech Republic
+420 605 420 771
sevcikovec@gmail.com
<https://sevcikjan.com>

WORK EXPERIENCE

Noxgames s.r.o. — Unity Developer (on-site/remote)

Oct 2019 - Present

- Developing mobile games using Unity 3D in a small multidisciplinary team (2-8 people)
- Implementing game mechanics and tools, setting up UI/UX elements, and integrating 3rd party SDKs.
- Fixing bugs, optimizing performance, and ensuring smooth gameplay experience.
- Worked on multiple games across various genres, including turn based strategy (Hexapolis, Warhex) and hyper causal games
- Experience both with on-site and remote work
- Technologies used: C#, Unity 3D, Typescript, Playfab, ClickUp/Trello

TECNOTRADE OBRÁBĚCÍ STROJE s.r.o. — Information System Programmer (remote)

Jan 2017 - Jan 2019

- Part-time programmer for an internal information system
- Collaborated with users to identify and fix bugs and implement new features
- Technologies used: PHP, JS, SQL, HTML, CSS

EDUCATION

Masaryk University, Brno — Master's in Computer Games Development

Sep 2016 - Jun 2022

- Specialized in Visual Informatics with a focus on Computer Games Development
- Master's Thesis: "Simulation of Paraglider in VR"
- Bachelor's Thesis "Mesh Deformations in VR"

Portfolio:
<https://sevcikjan.com/>

CORE SKILLS

Advanced knowledge of Unity 3D and C#

Object-oriented programming

Algorithms and data structures

Mobile development

Rapid prototyping

Experience in XR development

Familiarity with ECS (entity component system)

Working within a multidisciplinary team

Task and bug tracking tools (Trello/ClickUp)

Time management and independence

Experience with C++, Python, Typescript

LANGUAGES

English (FCE)

Czech (native speaker)