

Avguštin Kastelic

Slovenia · Open to relocation
+386 40 141 651 · avgustin.kastelic@gmail.com

SENIOR GAME DEVELOPER · TECH LEAD

Portfolio at tapnite.com

6+ years shipping mobile games, from hyper-casual to midcore. I care most about how a game feels to play, and build the systems and mechanics that create that feeling. A Unity developer at the core, I know enough 3D, animation, and shaders to bridge the art and engineering sides, and build custom editor tools that let designers and artists move on their own.

EXPERIENCE

Senior Game Developer - Tech Lead, Dawn of Play (Razum d.o.o.)

Aug 2020 – Present

Ljubljana · currently engaged as an independent contractor

- Grew from junior Unity developer to **tech lead**; helped scale the studio team from **3 to 8 people**.
- Shipped mobile titles with **CrazyLabs, Voodoo, Homa, and Hypercell**, moving from hyper-casual into deeper hybrid-casual and midcore core loops.
- Engineered reusable gameplay systems: mutable pathfinding, deck-building, combat, inventory, upgrades, painting, cleaning, cutting, persistence, merging, placement, and haptic feedback.
- Built **custom Unity editor tools** that let game designers, level designers and artists work as efficiently as possible.
- Owned **LiveOps**: Meta user acquisition, marketability and retention analysis, A/B testing, IAP and ad integration.
- Ran **workshops and tutorials**; mentored new members; set up clear specs and documentation across the team.

Software Developer, Jožef Stefan Institute

Apr 2018 – Jun 2020

Data mining for statistics, analytics, and data visualization. This was the foundation for the metrics-driven product work that followed.

SELECTED GAMES

Contributed to 50+ games that were published and tested. Full breakdowns at tapnite.com

- **I Can Paint** (CrazyLabs) · scaled past 20M+ downloads
paint-scatter feature for bonus levels, creatives content
- **Shovel Run 3D** (CrazyLabs) · scaled to 1M downloads
real-time mesh editing, custom art tools, ads & IAP
- **Deep Clean & Pet Salon DIY** (CrazyLabs) · built solo,
end-to-end, reusable cleaning systems
- **Block Bash TD** (Voodoo) · mutable navigation units
projectors, path prediction, meta upgrades
- **Zombie Smasher: Overdrive** (Voodoo) · procedural
animations, endless map, NavMesh agents
- **Star Brigade & Fortune Warriors** (Homa) · roguelite
life-bubble shader & tower defense game systems

SKILLS

Engine / Code

Unity · C# · Git · Python · SQL · .NET Core

Systems

Gameplay architecture · data-driven, decoupled design · reusable systems · runtime navigation · procedural generation · save systems · multiplayer (SpacetimeDB)

Product / LiveOps

AdMob · Firebase · GameAnalytics · Smartlook · Meta SDK · GDPR · CPI & A/B testing

Graphics / Feel

Shader Graph · particle systems · haptics · game-feel & input tuning

Art

Blender (modeling, UV, rigging) · Substance Painter · Photoshop · Figma

Infra / DevOps

Linux servers · Caddy/Nginx · self-hosted websites, databases & game servers

EDUCATION

BSc, Computer & Information Science

University of Ljubljana (FRI) · 2017 – 2020 · Computer Graphics,
Game Technology & VR, AI, Data Mining

Technician of Computer Science

Electrotechnical & Computer Technical School,
Ljubljana · 2013 – 2017

ALSO

Leadership: tech lead · workshop organizer ·
Slovenian Games Conference indie exhibitor

Languages: Slovenian (native) · English (fluent)