

Željko Glumac

Game Designer



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Career Objective

To crush my enemies, see them driven before me and hear the lamentations of their women! Alternatively, make my games, see them thriving in the market and hear the lamentations of the competition.

Technical Skills

- Concept Design
- Level Design
- Game Rules
- Game Prototyping
- Tuning and Balancing
- Cartography
- Creative Writing
- Adobe Photoshop
- Coding (HTML)
- Leadership and Communication

Portfolio

www.zeljko.glumac.com

Game Industry Experience

- **Freelance Game Designer Consultant - Work on Project at Decenter, Belgrade** 2018 - 2018
 - Designing game mechanics for TCG
 - Designing Cards and Factions
 - Faction and Card Balancing
 - Rules Documentation
- **Board Game Designer at Dažbog Games, Belgrade** 2015 - 2017
 - Designing game mechanics
 - Rules documentation
 - Icon design
- **Game Concept Designer for online card game project "Duels of Xen'Arun"** 2015 - 2016
 - Designing Factions Concepts and Assigning their Roles
 - Designing Faction and Spell Cards
 - Card Balancing

Current Position

- **President and instructor at School of historical European swordplay - Terca, Belgrade** 2014 - present
 - Management and finances
 - Marketing and advertising
 - Event organization and planning
 - Planning, writing and executing classes

Previous Experience

- **System Administrator Win.OS at G4S, Belgrade** 2011 - 2012
 - End user communication and support
 - Additional coding tasks
- **Assistant at Megatrend University, Belgrade** 2008 - 2011
 - Planning, writing and executing classes
 - Testing and grading students
 - Writing CMS tutorials

Education

Graduate School of Business Studies, Megatrend University, Belgrade
 Diploma: Bachelor Business, orientation **Computer Science**
Global GPA 8,44(10); Orientation subject GPA 10(10);

Languages

- Serbian (Native)
- English (Speaking, Reading, Writing)