

Prague, Czechia

[My website](#)

[Itch.io](#)

[LinkedIn](#)

# Dan Juricek

**Contacts:**

dan.juricek@gmail.com

I am a game developer especially passionate about learning to create and implement fun gameplay mechanics and memorable games.

A passionate gamer, friendly, communicative and especially a person who loves to learn

## Education and Certifications

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- **Mgr. Computer Science**, Charles University, Czechia, Prague **2023 - Present**
- **Bc. Computer Science**, Czech Technical University, Czechia, Prague **2019 - 2022**

## Work Experience

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### Grip Studios

Game Designer

Prague

**October 2023 - Present**

Czechia,

- Work on external project
- Creating and designing features
- Maintaining and writing documentation
- Collaboration and communication with other designers

### Grip Studios

Programmer – Blueprints, C++

Prague

**November 2022 – October 2023**

Czechia,

- Work on internal 3D projects in Unreal Engine 4 & 5

## Skills and Abilities

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- Proficient with **C/C++, C#, Python**
- Knowledgeable in **Unreal Engine, Unity, Godot, Blender**
- Basic experience in **OpenGL, WPF**
- Work experience with AGILE – **Scrum** and **Kanban**

## Personal Projects

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### Game Jams – C#, C++, Unity, Unreal Engine

- Active participation in various game jams. Most of which can be found on my itch.io.
- Participation as programmer, sound designer and designer

### OpenGL University Project – OpenGL, C++

- Creation of a rendering engine using OpenGL and C++
- Usage of libraries such as Assimp, ImGui

## Other

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### **Mentor in Czech Technical University in Prague**

- Mentoring teams for game development formed for a game development class in the Czech Technical University in Prague