Rok Kos

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WORK EXPERIENCE

[Tricky Tribe](#)   May 2021 – Feb 2023
Software Engineer   *Ljubljana, Slovenia*
- Implemented **multiplayer architecture** for PvP mobile game developed in [Photon Quantum](#).
- In charge of **build system and asset optimizations**, for asset-heavy games (optimizing shaders, materials, and textures to fit below 150MB).
- Researched and developed multiple prototypes for testing different mechanics.

[Outfit7](#)   Sep 2017 – Apr 2021
Software Engineer   *Ljubljana, Slovenia*
- Implemented **texture compression & rendering algorithm** for Wardrobe in [My Talking Angela 2](#) that enabled the artist approx. 879,278,250,560,554,000 options for skins while having a small asset size and fast performance.
- Integrated [Wwise](#) Audio SDK into game & in-house engine and supported the audio team.
- Collaborated with teams ranging from 40+ members to smaller groups and external developers.
- Developed Minigames and other features for [My Talking Tom 2](#).

[Ektimo d.o.o.](#)   Mar 2017 – Jul 2017
Machine Learning Scientist   *Ljubljana, Slovenia*
- Worked on a Faculty project named Usage of Artificial intelligence in Industry.
- Developed a **Deep Learning model that used Convolution Neural networks** to recognize cracks in a product.
- The model was developed using Python and the Deep Learning library Keras.

VOLUNTEER WORK

[Slovenia Games](#)   Feb 2018 – Present
President & Community Manager   *Ljubljana, Slovenia*
- Organizing monthly meetups, workshops, game jams and the annual [Slovenia Games Conference](#).
- Sharing industry information, educating and **supporting game developers** in the community

EDUCATION

[Faculty of Computer and Information Science](#)   2016 – 2021
Bachelor, Mathematics and Computer Science   *Ljubljana, Slovenia*
- Graduated with the final thesis on [Mass-spring cloth simulation with graphic hardware](#).

SKILLS & INTERESTS

- **Skills:** C#; Unity; C++; Shader writing, Python, Profiling & Optimizing, Mobile Game Development
- **Interests**: Quidditch, Lindy Hop, DIY, Real-Time Rendering, 3D printing, Game engines