

# Marko Ristić

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## Experience

### **COO @ TRIA DOO (2019 – Now)**

Managing company general operations, teams coordination, project management and client communication. TRIA is a creative studio specialized in Game Development, Playable, and Video Ads Development.

### **Freelance @ REESTACK (2017 – Now)**

Development of Micro-sites, Games, Mobile and Web applications

### **VP of Technology @ Brid Video DOO (2013 – 2018)**

Front-End team lead, architecture design and developer of several web applications for Brid Video platform including Brid Player with accompanying plugins.

### **Senior FE Developer @ Actiontrip DOO (2011 – 2013)**

Architecture and design of complex and large Flash and HTML5 applications, Game Developer, Flash/HTML5 video platforms. Programming using ActionScript 3.0/2.0, AIR, Flex and JavaScript.

## Certifications

### **Michigan State University / Coursera (2015 – 2016)**

Theoretical and practical foundations of video game production using the Unity 3D game engine.

[Certificate](#)

### **Vinca Institute Serbia (2014)**

HTML5 and CSS3 design and development

## Profile

I am a Technology Manager, Front-End and Game Developer Serbia. For over 11 years I've worked on a variety of projects, ranging from micro-sites, games, web applications, to being a principal developer in raising a successful video platform from scratch. These days I run a Creative Studio specialized in Game and Playable Ads development.

Discovering new technologies, experimentation and prototyping is my passion. Specialties: HTML5, JavaScript, Haxe, Unity.

## Languages

English – Advanced

Serbian – Native

## Skills

Project Management, Team Management, Coordination, R&D, OOP, Functional Programming, JavaScript, HTML5, Haxe, C#, Dart, Unity, Godot, MVC, ECS, ReactJS, Flutter, RxJS, NodeJS, TypeScript, Pixi.js, Phaser.io, WebGL, WebRTC, CSS, SVN, Git, Game Development, Video Platforms.

## Additional Activities

Siemens Join Multimedia 2004 competition in development of multimedia presentations. 3rd place in nation-wide and 4th in Europe-wide level of competition.

Global Game Jams 2013, 2014 and 2020.  
Technologies used: Unity, Godot.

Father, Skiing, Mountain Biking, Airsoft, Music, Movies, Science, Gaming.