



My --- Portfolio



About Me

A few years ago, I decided to create a rally game for mobile devices with the goal of publishing it on Google Play as a free download. At that time, I had access to Unreal Engine 4.21, a tool I had never used before and had no prior experience with similar software.

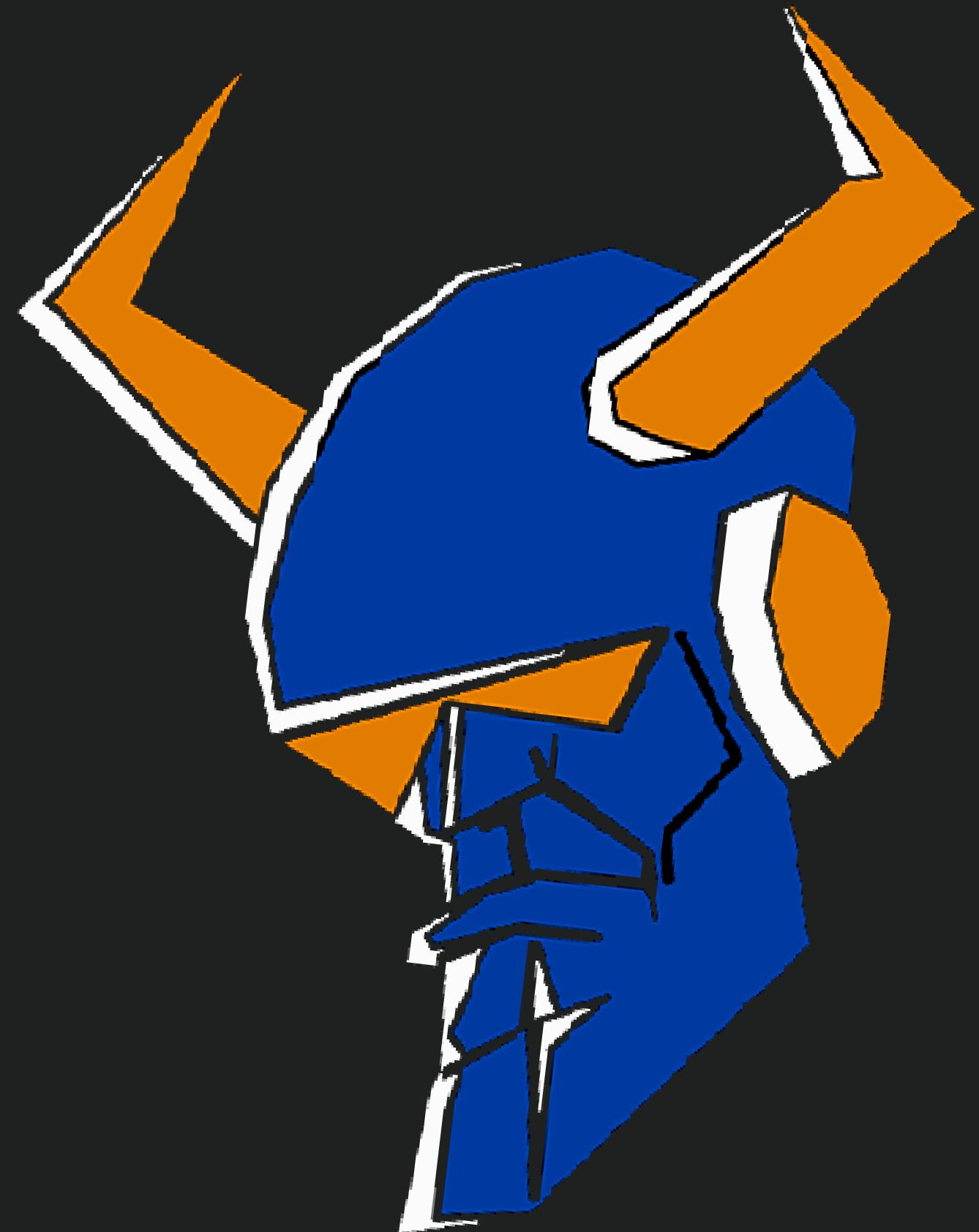
By following selected tutorials and documentation in my spare time, I slowly began developing the game. With three kids, my free time was very limited (on average about 1 hour per day), but I kept pushing forward. Since Unreal Engine alone was not enough, I also had to learn other programs such as Blender, Daz3D, Audacity, and GIMP—with Blender and Daz being the most used.

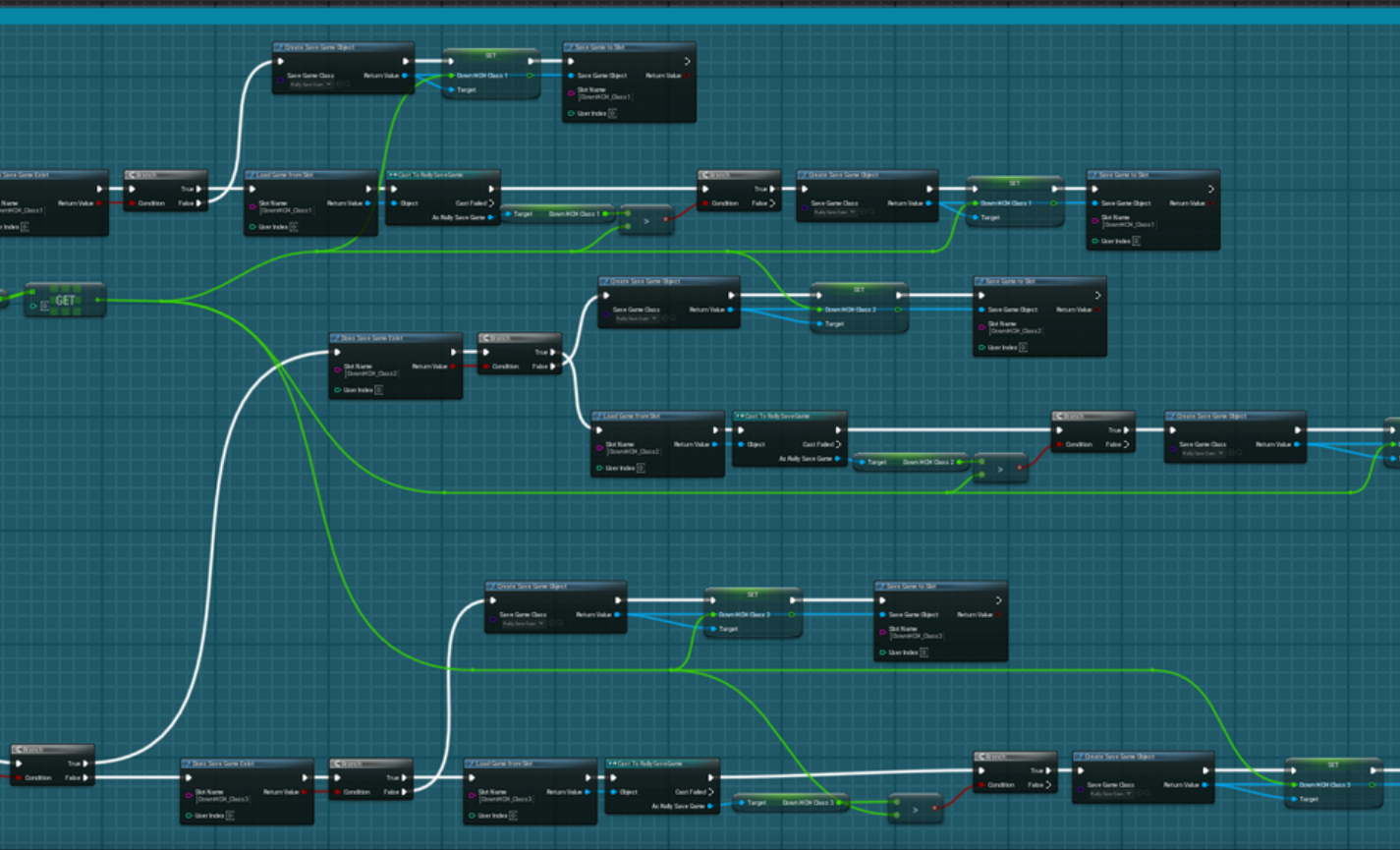
Google Play Store link:

[My Developer Page](#)

Since Google requires constant updates, some projects are no longer available on the Play Store but can still be found on alternative sites such as:

[APKPure Developer Page](#)





Projects

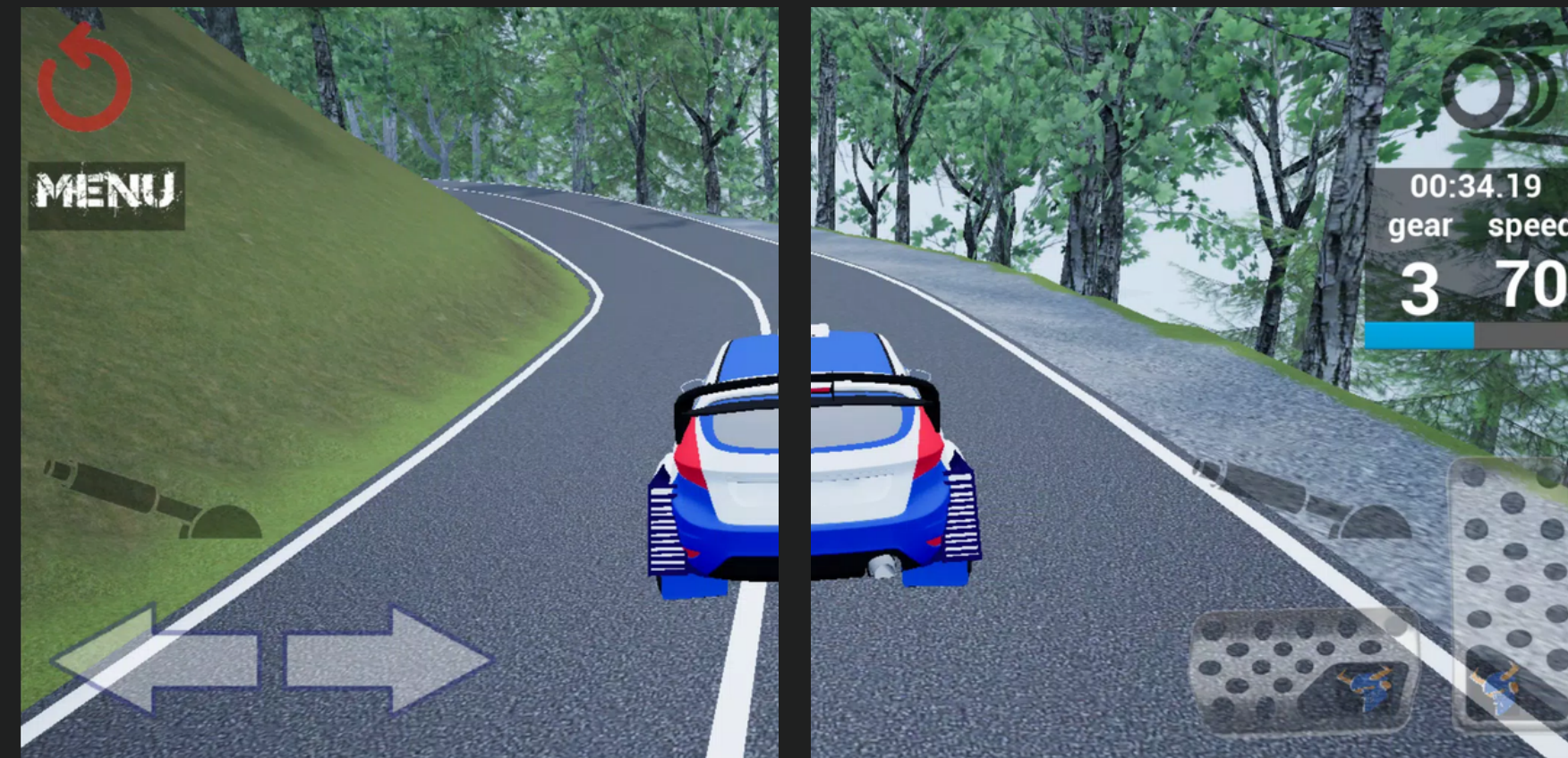
Below is a selection of projects I have developed independently using Unreal Engine and supporting tools. Each project represents a step in my learning journey—from experimenting with physics systems and 3D modeling, to implementing AI behavior and publishing on Google Play. While some of these projects are experimental or still in development, all of them showcase my ability to learn quickly, adapt, and deliver working results.

Every project you'll see here started as a personal challenge. With no formal background in game development, I taught myself Unreal Engine, Blender, Daz3D, and other tools in my free time—often just one hour a day. Over time, these small steps grew into complete games and applications. What follows is a look at that journey, from my very first rally racing experiment to more complex projects involving AI, physics, and multiplayer systems.

Rally Sljeme

My very first project, built in Unreal Engine 4.21–4.27.

- Vehicle physics powered by UE4 Nvidia PhysX
- Car models created in Blender
- Custom tracks based on Medvednica mountain: I cut the terrain into 2–3 km segments due to size limits
- Used road maps and altitude data to build accurate splines and heightmaps
- Integrated Google Play Leaderboards for competitive score tracking



Special Transport Driver Manual

An app created to support my current job by storing important reference data.

- Started in Android Studio, later rebuilt in Unreal Engine (unusual choice for an app, but effective)
- Unfortunately, the original project was lost due to an HDD failure, but the data remains and I plan to rebuild it in a newer version of Unreal Engine

Ausfahrt

EXIT

AUSTRIA

BELARUS

BELGIUM

B I H

BULGARIA

CROATIA

CZECH

DENMARK

COUNTRY LIST

LOAD POSITIONING

LOAD SECURING

TRANSPORT EQUIPMENT

TIE-DOWN CALCULATOR

CRANE CALCULATORS

ABOUT

HELP

TRANSPORT EQUIPMENT

SIDE GATES

Most drop-in side gates are not capable of restraining tall or stacked loads unless they are supported at the top by diagonal cross lashings to the opposite tie rails or are attached to other structures such as bulkheads or loading racks. When straps are tensioned over the top of opposite gates, they clamp the load together and prevent the gates lifting. If the load is stacked more than one high, the gates cannot prevent the top layers from tipping sideways (see pic. below).

STACKED PACKS

If the load is stacked and the gates are braced with diagonal lashings from the top of each gate to the tie-rail on the opposite side, the gates can restrain the load (see pic. below).

GATES CROSS TIED

If the load is a rigid and stable single layer, the gates can restrain the load (see pic. below).

CHAIN LENGTH

CRANE CHAIN CALCULATOR

values must be entered in meters, use "." for decimal if needed, E.g. 12.68

α (alpha) = desired angle = degree

a = distance between coupling points = m

b = cargo height = m

c = unloading height = m

L = chain/rope Length = 0.00 m

h1 = height from cargo to Hookblock = 0.00 m

H = total Hookblock height = 0.00 m

COMPARTMENT OF THE GROUND

COMPARTMENT OF THE GROUND CALCULATOR

values must be entered in tons/meters, use "." for decimal if needed, E.g. 12.68

a = outrigger pad length = m

b = outrigger pad width = m

S = max load on the stabilizer = t

please search crane manual for this data, e.g for 120t crane it is cca 100t

Fs = force on surface = 0 t/m2

Fg = min. soil compaction = 0.00 kN/m2

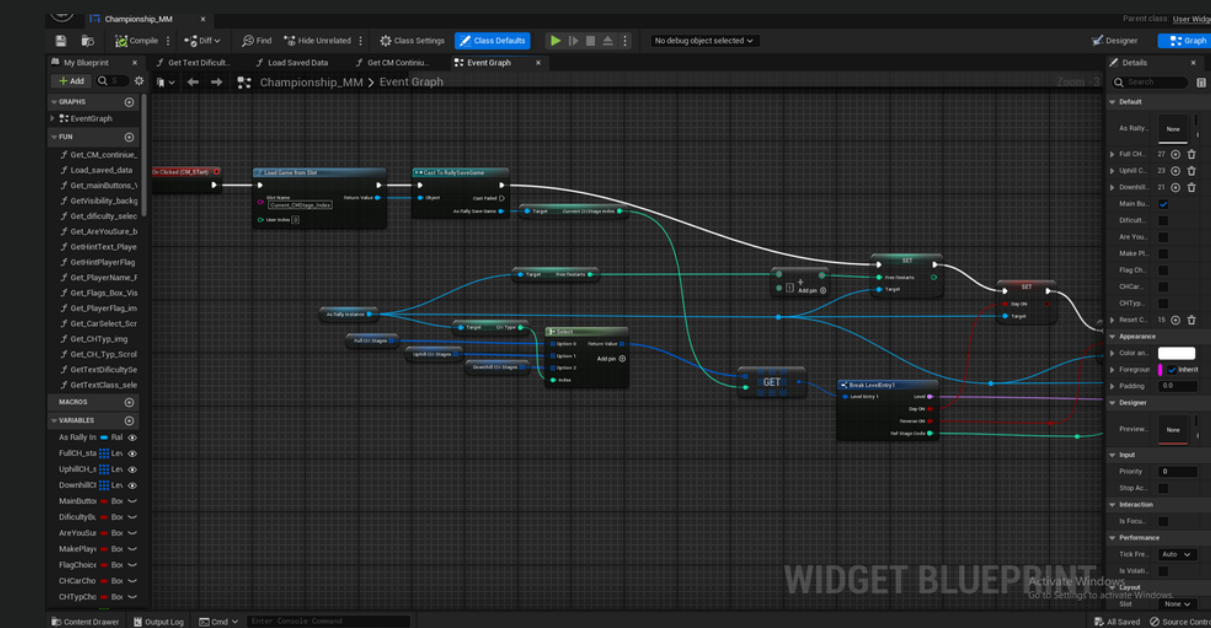
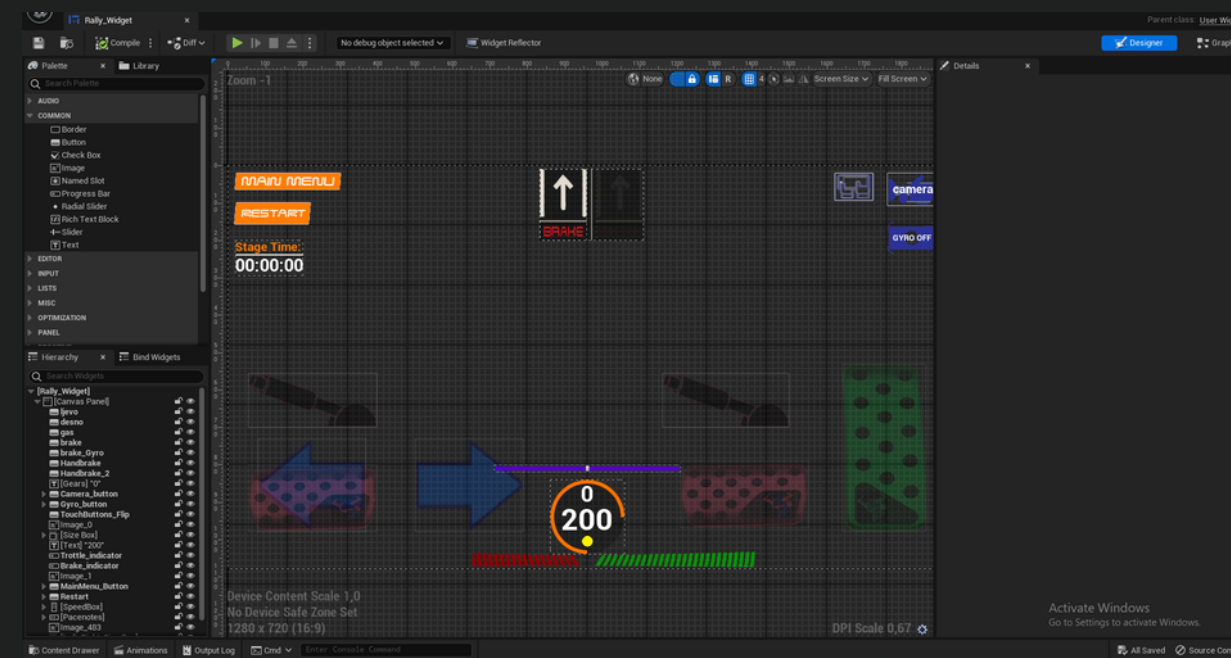
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This is Rally

A successor to Rally Sljeme, built in Unreal Engine 5.

- Vehicle physics implemented with AVS (Advanced Vehicle System) instead of Chaos, due to better customization options
- Supports Bluetooth gamepads
- Championship mode with AI opponents across multiple categories and difficulty levels
- Required mastering Enums and Arrays in Unreal Engine
- Available on Google Play (currently not supported on Android 13+ due to data-handling changes, but an update to UE 5.6 is planned)

👉 [This is Rally – Google Play](#)

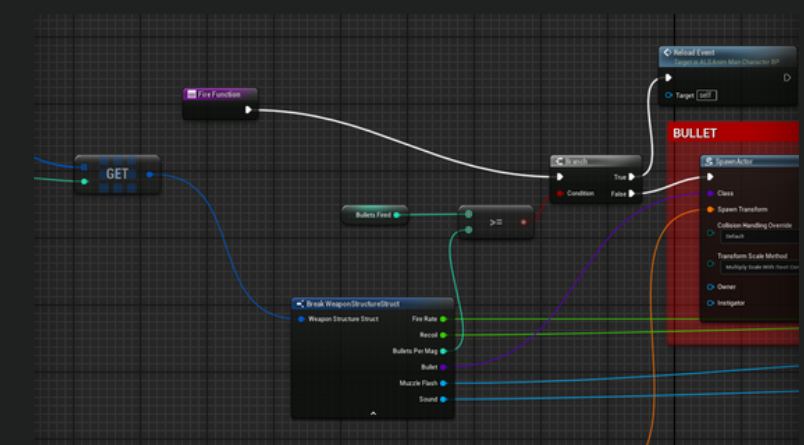
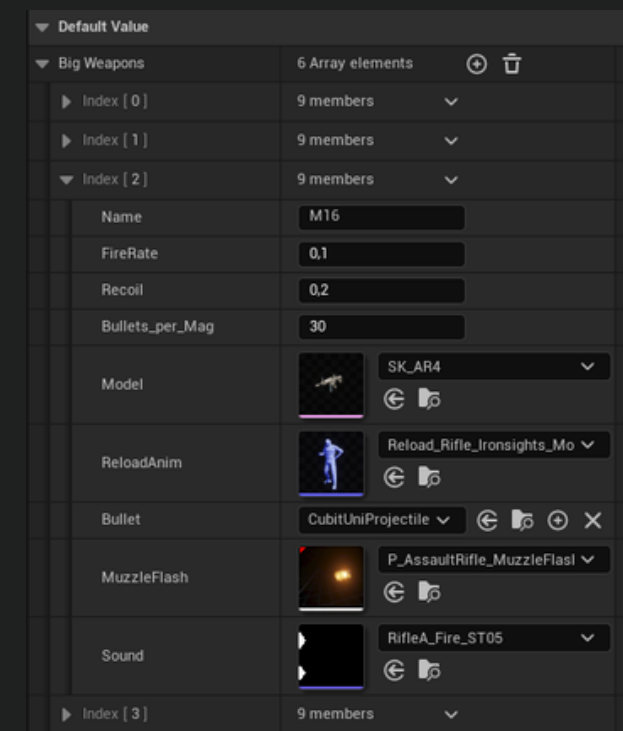
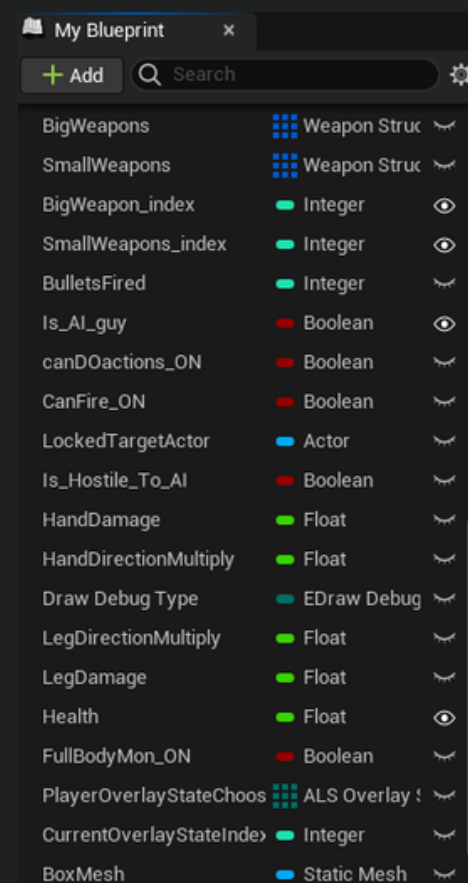


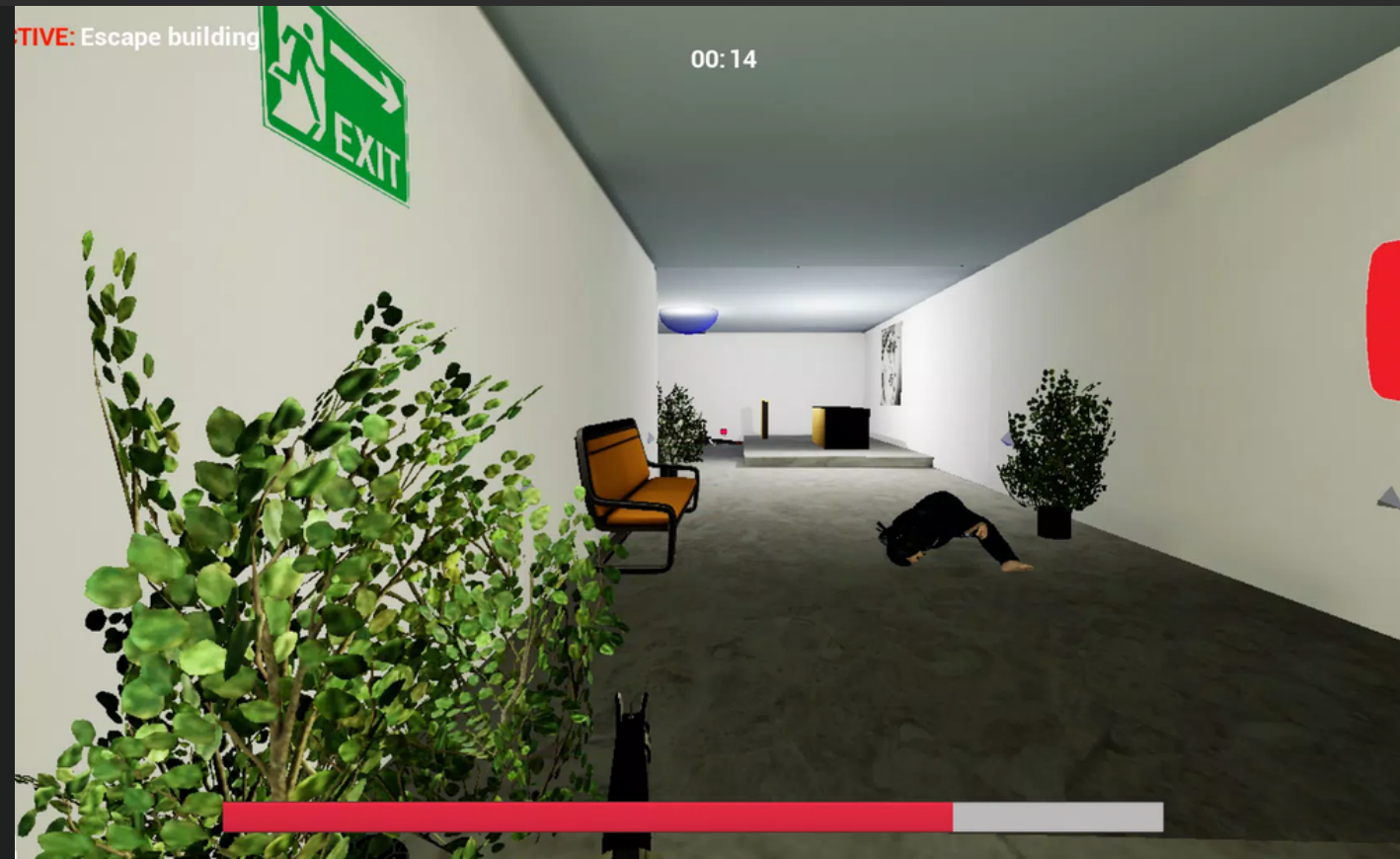
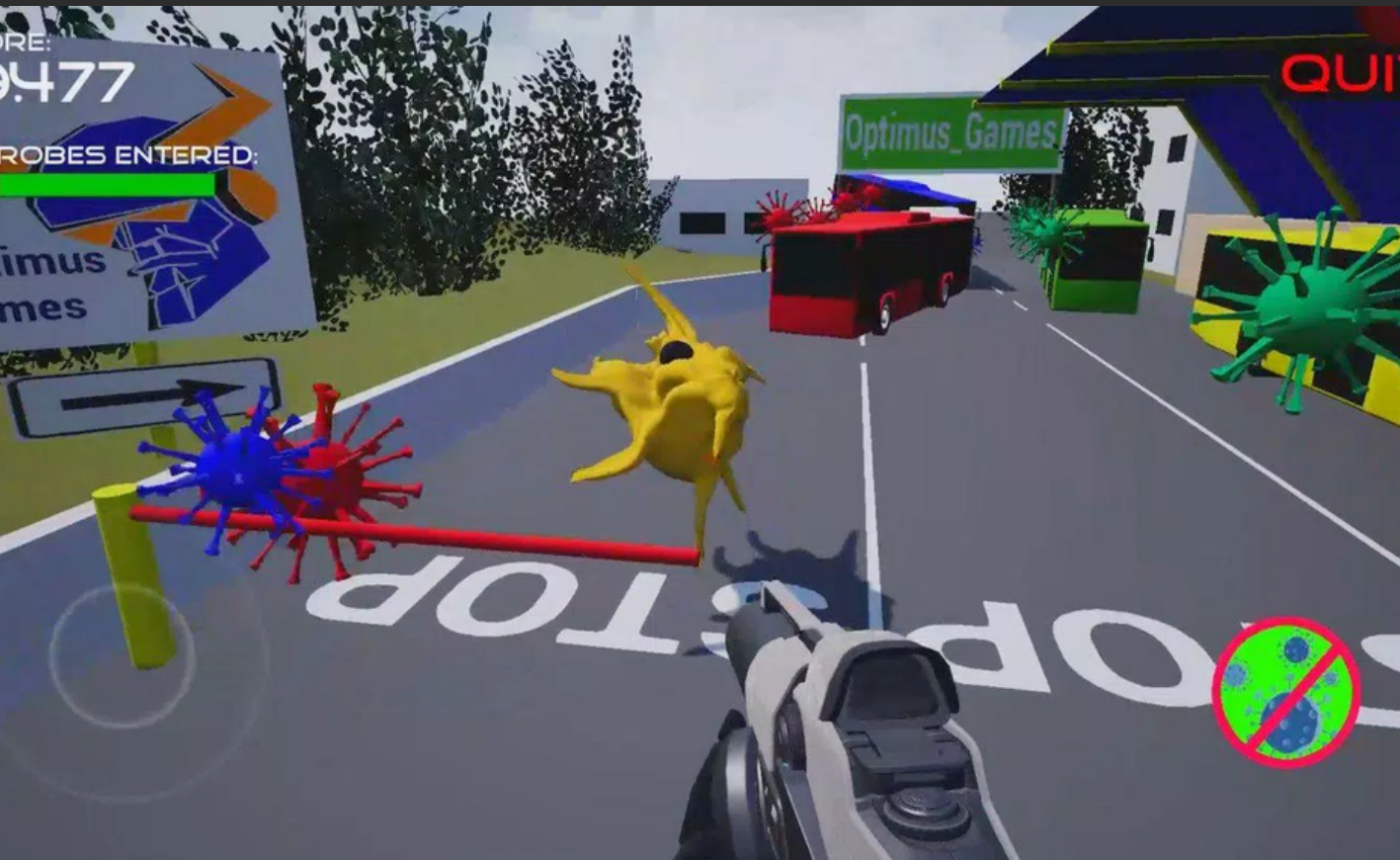
Solo

(working title)

A collaborative project with my brother, currently in Unreal Engine 5.4.

- Based on Unreal ALS (Advanced Locomotion System)
- Features implemented so far:
 - Walking, running, climbing (ALS system)
 - Hand-to-hand combat with enemy-focused camera
 - Player/AI elimination with ragdoll transitions
 - Modular weapon system (ammo, fire rate, recoil, sounds) using Data Structures and Arrays
 - AI enemies and civilians with Behavior Trees
 - Enemies patrol, engage depending on player actions, and can join group fights
 - Civilians move along predefined paths and flee when threatened
 - Vehicle driving with AVS system
 - Weapon effects and explosions with Ballistics FX and Niagara VFX system

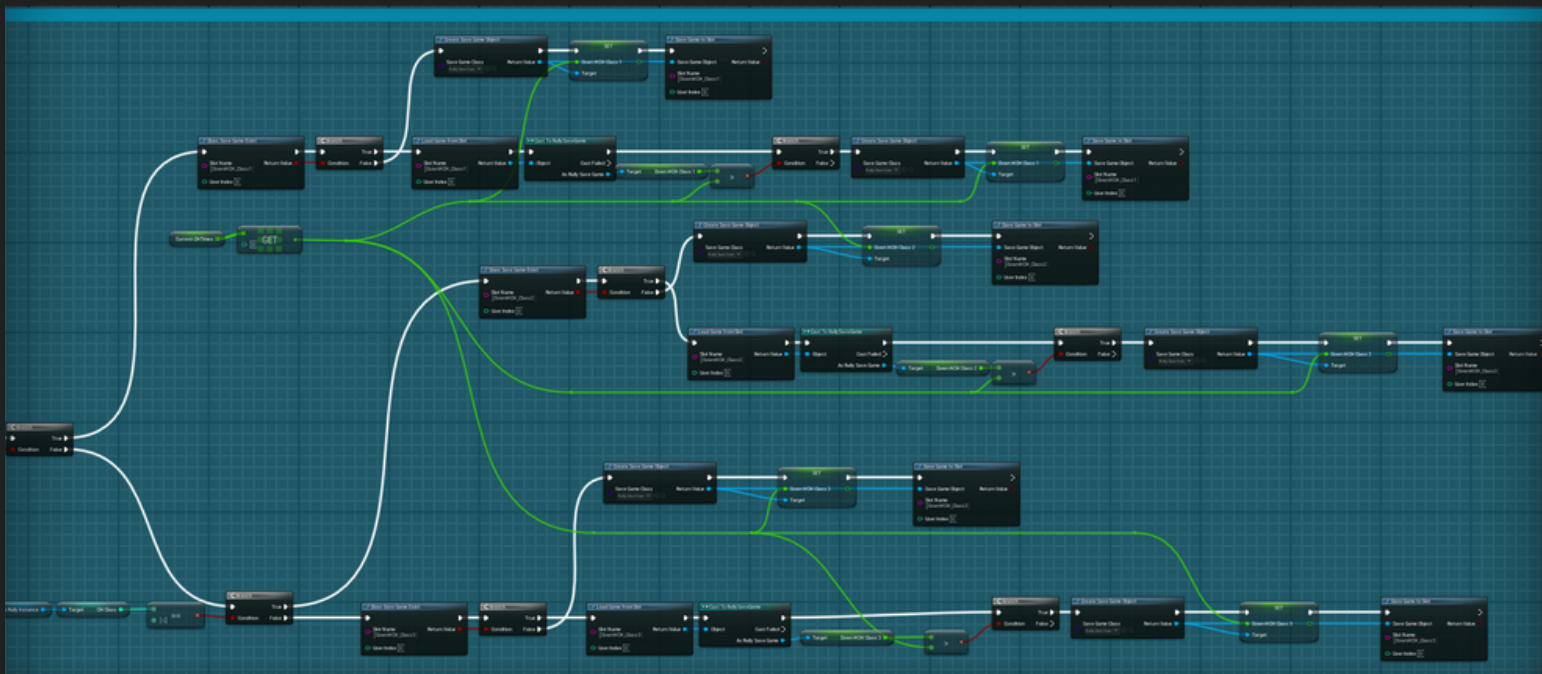
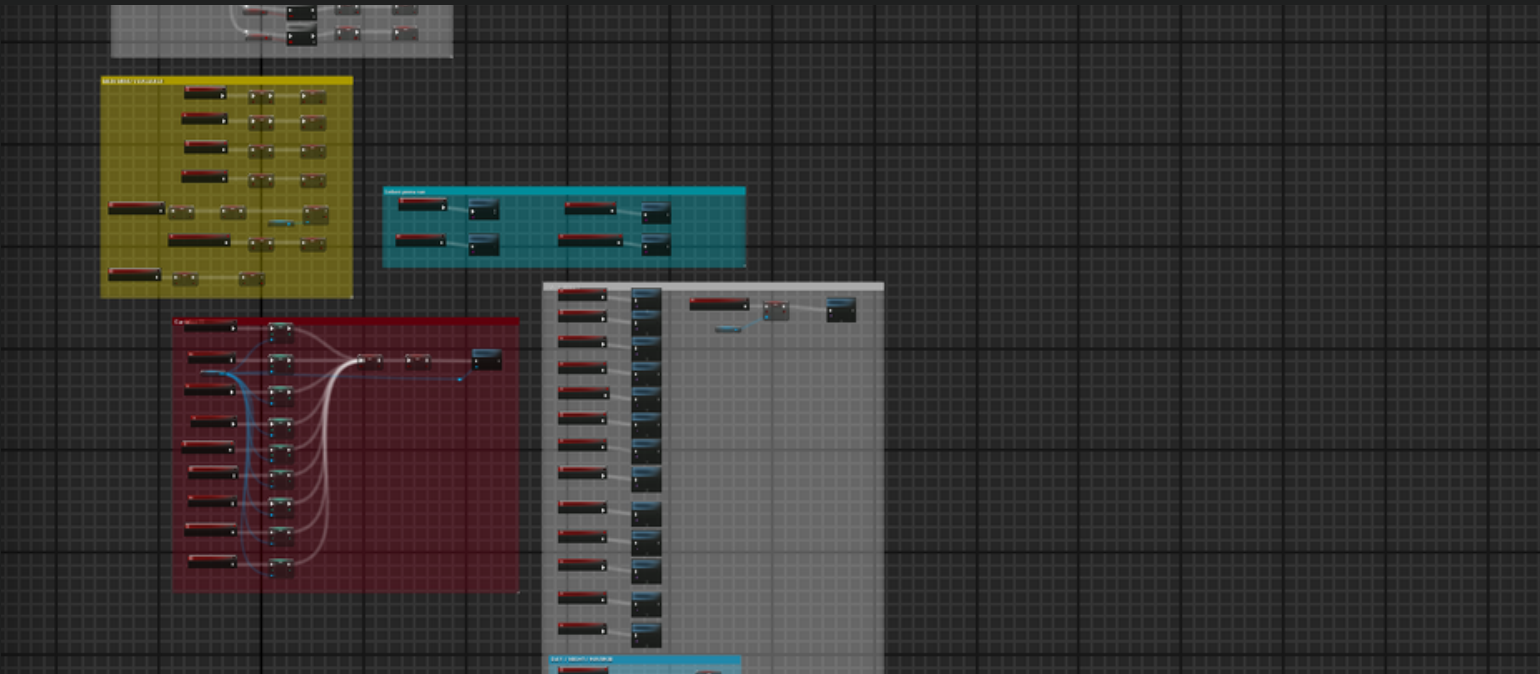




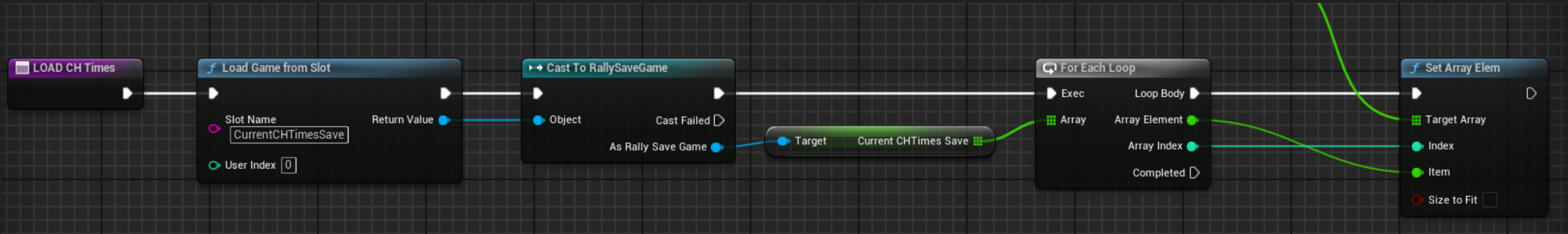
Other projects

- [Microbe Invasion](#)
- [Loptas Jumps](#)
- [Impossible Escape Free](#)
- [Snob Neighbors](#)



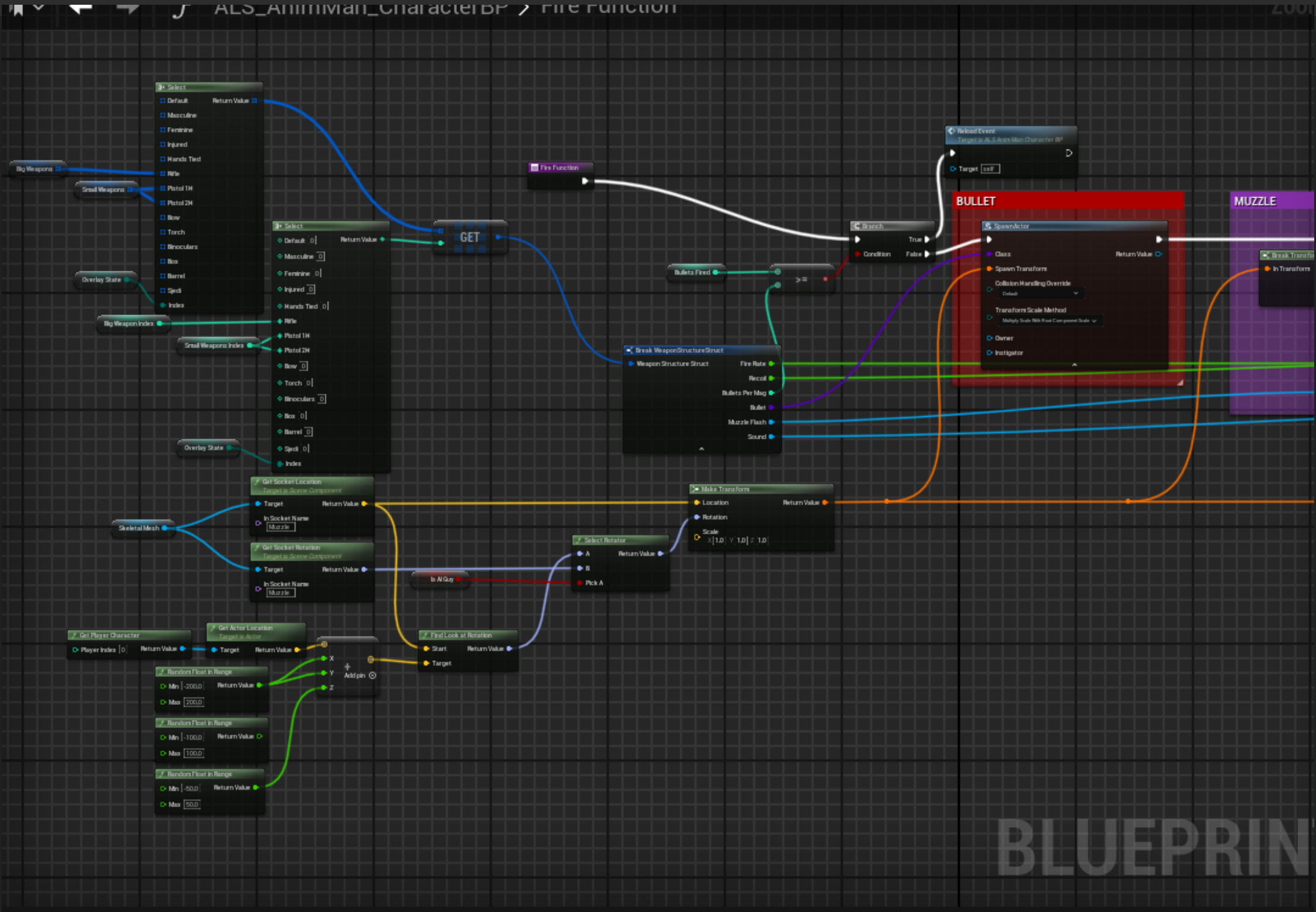


I have developed strong skills in Unreal Engine, working independently and learning through practice. While I am not currently employed in the gaming industry, I have proven my ability to design, build, and publish games and applications on my own. Unreal Engine is a vast toolset with limitless potential—nobody knows it all. I am confident in my abilities, but also eager and motivated to continue learning and improving.



Thank You

Thank you for taking the time to review my portfolio. I appreciate your attention and hope these projects give you a clear picture of my skills and passion for game development.



BLUEPRINT