Filip Miletic

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Introduction

Graphics programmer with 5 years of experience, well versed in modern graphics APIs (Vulkan/DX12), low level programming, optimizations, profiling & debugging on different platforms (Playstation, Xbox, Stadia). Interested in the performance side of computer programming, real-time rendering systems and GPGPU. Always aspired to do what is best for the team, encouraging everyone on the team for best engineering practices, sharing knowledge and insights and taking responsibilities proactively.

Experience & Skills

Avalanche Studios, Stockholm (2023 - current) / *Render Programmer*
Worked on ray-tracing DDGI implementation, maintaining lighting pipeline (shadow pool and surrounding lighting systems), improving various aspects of Apex renderer. Took responsibility and pushed for better supporting artists (tech art and lighting teams) on the project. Currently part of the rendering team of Avalanche's Central Tech division (core engine dev team).

Syzware (2022 - 2023) / *Render Programmer*
Did contracting work through my LLC for a few clients both in Unreal & Unity, on both PC & consoles. Mostly did performance and R&D graphics work. (for more details visit my [LinkedIn](#) profile)

Ubisoft, Belgrade (2020 - 2022) / *Junior Render Programmer*
Worked on porting multiple Assassin's Creed titles (Black Flag, Rogue, III Remastered) to native Vulkan for Google Stadia platform. After that I worked on Skull & Bones, maintaining the SIMD translation layer library.

Intern at Ubisoft, Belgrade (2020)

Creative/visuals developer, Belgrade (2019)
Implemented various audio/visual solutions in openFrameworks (C++ and OpenGL), TouchDesigner and Max/MSP for a wide array of clients (from artistic multimedia installations to commercial work).

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Skills: C++, Vulkan, DX12, HLSL, GLSL, CUDA, C, C#
Platforms: PC, Xbox Series X, PS4, Xbox One, Stadia
Experience: RenderDoc, Pix, Razor, NSight, Unreal
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Education

Faculty of Organizational Sciences, University of Belgrade
Information Systems and Technologies 2016 - 2020

Faculty of Electrical Engineering, University of Belgrade
Electrical and Computer Engineering 2014 - 2016

Petnica Science Center / Department of Computer Science