

Hiring software engineer as easy as calling a taxi.

# Jan Križaj

## Game Designer, Graphic Designer, Musician, Product manager... (Creative Guy)

### SUMMARY

Expert with:

- \* Photoshop and all the Adobe Suite programs
- \* Game design programs and apps.
- \* Ableton Live, Reason, Pro Tools, etc...
- \* Creative thinking and out of the box goods :)

### SKILLS

<b>UI/UX/Wireframing</b>	Adobe Illustrator, Adobe Photoshop
<b>Platforms</b>	Unity

**Jan Križaj** is the creator of new, fresh & colorful mobile games, enjoyed by billions of users. Fully capable of leading programmers, artists and products to turn my vision into a working game for masses.

**School time:** Graphic designer (NFT Faculty)

**Experience:** Concept Design, iDea brainstorm, Prototyping, User Experience, Content Design, Game Rules, Character Design, User Interfaces, Tuning and Testing etc ...

### Game Summary

As **Outfit 7** employee (7+ Years): Talking Tom Pool, Hungry Fish, Whack-a-Mouse, Cake Builder, Talking Tom Jetski, Rocket Fun, Balloons Pop, Jigty Jelly & a lot more...

As CEO of **Juicy Pixels** (3+ years): Cube Go, Toy Fun, Arrow 3D, Swing Hit, Jelly Paint, Circus idle Tycoon, Shooting Range Tycoon, Paintball idle Tycoon, Pool idle, Snow Hit, & a lot more...

As the Lead Product manager for **ReneVerse** (1 year project):  
Two demo games for demo product.