Jan Križaj
Expert 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 :)

TECHNICAL SKILLS

UI/UX/Wireframing	Adobe Illustrator, Adobe Photoshop
Platforms	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 brainstorms, Prototyping, User Experience, Content Design, Game Rules, Character Design, User Interfaces, Tuning and Testing etc ...

Game Summary

As **Outfit 7** employee (7+ Yeas): 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.