

Marko Petrić

// gameplay programmer

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// SKILLS

- Unreal Engine 5
- C++
- Gameplay Ability System
- Multiplayer Networking

// PROJECT

Comply in development

A co-op third-person shooter for one to three players. Three distinct player classes with 3 abilities each, built on the Gameplay Ability System. The abilities include a grappling hook with server-side root motion, a deployable turret and shield dome with placement previews, a plasma grenade with trajectory preview and a decoy grenade with AI distraction, and a buff totem with stackable GAS attributes. Full multiplayer networking, custom FGameplayEffectContext with NetSerialize, damage through ExecCalcs, GameplayCues, input tags, and a complete weapon equipping system.

[github.com/marko-ue/Comply](#) →

// WRITING

Capturing Attributes in Execution Calculations	2026
Custom Gameplay Effect Context	2026
Input Tags for Ability Activation in GAS	2026
ExecCalc and Meta Attributes: Building a Damage Pipeline in GAS	2026
Native Gameplay Tags	2026

// BACKGROUND

Self-taught developer. Started from zero programming knowledge, working through Python, Godot, and Unity before settling into Unreal Engine C++. Completed 190+ hours of structured coursework covering multiplayer and the Gameplay Ability System before building Comply as a portfolio capstone. Also participated in collaborative game jams. EU work rights (Serbian and Croatian citizenship).