



Andrey Popov

Game Developer

Professional Summary

I am a trained Game Developer with 6 years of expertise in Unity, C#, Object Oriented Programming, Game Development and Game Design. In addition to thorough understanding of how video games are made, game engines, game development tools and software, I have a strong reputation for being tenacious, positive, articulate and autonomous.



Expertise

Programming

Game Design

Unity Developer

C#

UI/UX

Mobile Development

Git

VR

3D Modeling

Game Assets



Education

Creative Media and Game Technologies (B.S.)

Hanze University of Applied Sciences (2022-2026)



Awards & Certificates

Knights of Society (2023)

Award for best game of the year. (Hanze)

Pixel Art & Animation (2019)

Udemy Certification

Unity Developer 3D (2018)

Udemy Certification

Unity Developer 2D (2017)

Udemy Certification



Languages

English (Fluent)

Bulgarian (Native)



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Work Experience

Game Programmer

APE-X 2023 - 2024

As a Game Programmer at APE-X, I spearheaded the rapid prototyping of hyper casual mobile games using the Unity Game Engine. I concentrated on implementing engaging gameplay features and maintaining a clean project and gameplay structure. I ensured high standards of code quality and effective version control throughout the development process. This entailed collaborating closely with teammates to troubleshoot issues and optimize performance.



University Experience

Project Owner and Lead Programmer

Client Nordex 2022 - 2023

I developed an interactive tool for Nordex to help assess engineering skills during their hiring process. As Project Owner, I guided the team, made key decisions, and designed puzzles to evaluate technical abilities. I also handled the programming to ensure the puzzles were engaging and functional, creating a fun and effective experience for users.

Project Owner and Lead Programmer

Client Jumbo 2021 - 2022

I led the development of a tool designed to attract more customers to Jumbo Supermarkets. As Project Owner, I guided key design decisions, wrote the full codebase, and supported my teammates in 3D modeling. The project won an award for Best Game of the Year!