Andrey Popov
Game Developer

I am currently a second year studying Creative Media and Game Technologies at Hanze UAS. I am a self-taught Unity Game Programmer with passion for designing video games and bringing creative ideas into existence. I have a handful of passion projects that I have developed, released and learned a lot from, thus I can say I'm confident in my Programming and Game Design skills.

Contact

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Portfolio
https://andreypopu.github.io/

Education

01/09/2022 – Current
Creative Media and Game Technologies (BA)
Hanze University of Applied Sciences

15/09/2020 – 15/06/2022
Bulgarian Diploma for Secondary Education
National Profesional Highschool for Computer Technologies and Systems

Expertise

- C# Programming
- Object Oriented Programming (OOP)
- Unity Game Engine
- Game Development
- Photoshop
- 3D Modeling
- Pixel Art

Language

Bulgarian (Mother tongue)

English (C1)

Experience

2023 - 2024
APE-X
Game Programmer

My position as Game Programmer at APE-X revolved around rapid prototyping of hyper casual mobile games using Unity Game Engine. I primarily focused on implementing engaging gameplay features and maintaining clean project and gameplay structure. I played a role in maintaining high standards of code quality and effective version control throughout the development process. This involved collaborating closely with teammates to troubleshoot issues and optimize performance.

Skills

Good listener and communicator
Attentive listener and proactive communicator.

Conflict resolution and mediation
Always will strive to resolve a conflict in a positive way.

Openness to feedback
Always open to feedback and constructive criticism.

Clear communication skills
Speaking loud, clear and straight to the point.

Certificates & Rewards

Certification of Unity Developer 2D (2017)
Online Course - Udemy

Certification of Unity Developer 3D (2018)
Online Course - Udemy

Certification of Pixel Art & Animation (2019)
Online Course - Udemy

Game Award - Knights of Society (2023)
Hanze University - Award for Best Gameplay among first year student games