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.

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Expertise

- Object Oriented Programming
- Unity Engine
- Unreal Engine
- Version Control
- Game Design
- 3D Modeling & Animation
- Agile Scrum
- UI/UX

Education

Creative Media and Game Technologies (B.S.)
Hanze University of Applied Sciences (2022-2026)

Languages

English (Fluent)
Bulgarian (Native)

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.

Certificates and Rewards

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

Certification of Unity Developer 2D (2017)
Udemy - Certification for developing 2D and mobile development

Certification of Unity Developer 3D (2018)
Udemy - Certification for learning Unity Engine, C# and Object Oriented Programming (OOP)

Certification of Pixel Art & Animation (2019)
Udemy - Certification for 2D Art and 2D Animation

Technology Skills

Development
Unity Engine, Unreal Engine, Visual Studio, Visual Studio Code, C#, Java

Systematic
GitHub, GitLab, Git, Jira, Trello, Miro, Notion

Design
Photoshop, Illustrator, Substance Painter, Blender