

Julian Teofilov

UI Developer

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🧠 Skills

User Interface

Web applications

Debugging

TypeScript

React

👤 Profile

UI Developer with 8 years of experience specializing in both front-end web development and video game UI. Skilled in a wide range of programming languages and technologies such as C++, C#, JavaScript, TypeScript, React, Phaser, Unity 3D, as well as multiple proprietary game engines. Proven ability to contribute effectively in both small teams and large, international teams on high-profile AAA titles like *The Division 2*, *Assassin's Creed: Shadows* and others. Proficient at building intuitive, responsive user interfaces and reusable components.

📁 Professional Experience

May 2018 – present

Ubisoft

UI Programmer

Worked on multiple AAA video game titles, including *The Division 2*, *Assassin's Creed Valhalla: Dawn of Ragnarok*, *Assassin's Creed Mirage*, *Assassin's Creed Shadows* and others. Developed, maintained, and optimized a wide range of HUD elements and menus across several projects.

- Implemented the in-game currency store menu page for *The Division 2*.
- Implemented numerous HUD components and menu pages in *Assassin's Creed* titles, collaborating closely with designers and gameplay programmers.
- Regularly optimized and debugged UI systems, delivering high-quality features under tight deadlines.
- Used tools like Jira and Confluence for task management and documentation, and Perforce for version control.
- Adapted quickly to the unique requirements and constraints of each project, consistently delivering results.

Apr 2017 – Apr 2018

Melontech

JavaScript Programmer

Worked on a variety of projects, including a web-based game using Phaser and TypeScript, as well as a front-end web application built with React. Focused on creating reusable components and developing libraries for cross-project use.

- Developed and maintained a web-based game using Phaser and TypeScript, implementing interactive UI elements and optimizing performance.
- Built scalable and maintainable front-end solutions using React, contributing to high-quality web applications with a focus on reusability and modular design.
- Adapted quickly to different frameworks and JavaScript variations, demonstrating a strong ability to learn new technologies and deliver results on time.
- Utilized REST APIs for seamless data integration and unit testing to ensure quality.
- Used Jira for task management, Webpack for module bundling, and Git for version control, ensuring a smooth development workflow.

Mar 2012 – Mar 2017

Ubisoft

Development Tester

Worked on projects from early development stages, providing feedback on design documents and newly implemented features. Helped ensuring build stability and supporting milestone deliveries.

- Reviewed design documentation and early prototypes, offering feedback to improve gameplay and usability.
- Tested and validated new features throughout development, identifying issues and collaborating closely with developers to ensure quality.
- Helped securing working builds for internal reviews and major milestones, often under tight deadlines.
- As one of the studio's first development testers, contributed significantly to establishing workflows and processes that improved build stability and streamlined integration.

Education

2016 – 2017

Telerik Academy

Software Engineer

Completed an intensive one-year program covering a wide range of development disciplines, including:

- Programming fundamentals using C#
- Front-end web development with JavaScript
- Back-end development with Node.js
- Mobile applications for iOS and Android
- Database design and management

Graduated ranking among the highest-performing students in the group.

2010 – 2014

International Business School of Bulgaria

Bachelor's degree in International economic relations