



# JULIAN TEOFILOV

SOFTWARE DEVELOPER    📍 SOFIA, BULGARIA    ☎ +359888971167

## ◦ DETAILS ◦

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## ◦ SKILLS ◦

User Interface  
Web Applications  
Code Optimization  
Debugging  
Problem Solving Skills



## PROFILE

Software developer with 7 years of experience specialized in User Interface. Experience both in front-end web development and video games. Diverse skillset of working with different programming languages, frameworks and game engines, such as C++, C#, JavaScript, TypeScript, React, Phaser, Unity 3D and multiple proprietary game engines. Ability to work not only in a small team, but also with a big international team creating AAA games as The Division 2 and multiple Assassin's Creed titles.



## EMPLOYMENT HISTORY

### UI Programmer at Ubisoft

May 2018

As a UI Programmer in Ubisoft, I have worked on multiple AAA video games, such as The Division 2, Assassin's Creed Valhalla: Dawn of Ragnarok, Assassin's Creed Mirage and Assassin's Creed Shadows. I have developed different HUD elements and menu pages in the game, and maintained others. In The Division 2 I was responsible for the in-game currency store while in Assassin's Creed I have worked on many HUD elements in different projects, as well as several menu pages. I have used tools like Jira, Confluence, Perforce and many others to help with organizing tasks, documentation and source control.

Every project I have worked on comes with its own set of challenges, but I am experienced in optimizing and debugging code, finding issues and delivering projects with a tight deadline.

### Javascript Developer at Melontech

April 2017 — April 2018

As a front-end developer I have worked on several different projects, a web-based game using Phaser and TypeScript, a couple front-end web applications, one using Angular and the other using React, creating reusable components as well as creating libraries for use on other projects.

Every project I have worked on during my time there used a different framework and a different variation of JavaScript. I have proven my ability to learn new technologies and adapt fast.

I have used REST APIs, unit tests as well as tools like Jira, webpack, Git and many others to help with the development process.

### Development Tester at Ubisoft

March 2012 — March 2018

As a Development Tester I worked on projects from their very beginning. I had to provide feedback on design documents and later test and give feedback on features. Securing working builds for reviews and milestones was also a huge part of the job. As I was one of the first development testers in the studio and we had a lot of build stability issues at the time, I helped a lot in creating a workflow that would allow us to have stable builds and integrate changes without major issues.



## EDUCATION



### **Software Engineer, Telerik Academy**

September 2016 — September 2017

In this one-year course I learned programming basics using C#; web development, both front-end using JavaScript, and back-end using node.js; mobile applications for iOS and Android; and working with data bases. I graduated with one of the best results during my year.



### **International economic relations, IBS Botevgrad**

September 2010 — June 2014