Nick Valkov

Gameplay Programmer

Work Experience

Lead Gameplay Programmer
Arrowhead Game Studios - a game development company, most known for creating twin-stick cooperative games, such as Magicka and Helldivers. December 2019 to January 2023 (3 years, 2 months)

- Originally hired as a Gameplay Programmer, working on an unannounced game project - a third person tactical cooperative shooter.
- Tackled general areas such as Combat, Controls, Camera, Character, AI, UI and Core loop flow.
- Promoted to Lead Gameplay Programmer in early 2021, managing a team of 6 other Gameplay Programmers. Alongside continuing my duty as Gameplay Programmer, I now also took part in low level planning for the Gameplay team, as well as ensuring stable workflows and communication with other teams on the project.

Education History

Bachelor of Game Design and Programming
Institution: Uppsala University - Campus Gotland
Period: 2016 to 2019

- Studied Game Design with Programming as a minor. Created 3 separate small games as group projects as part of the education.

Side Projects

Freelancer - Worked as a freelance programmer for about 7 years, making various mods for people.

Modding - Have spent around 10 years modding games such as Garry's Mod, Payday 2 and XCOM 2.

Summary

A gameplay programmer by title and a modder at heart.

Whether it's in the industry or as an amateur, I've been working with games for well over 10 years now.

Contact Info

- Portfolio / Website
- LinkedIn
- Email

Relevant Skills

- Strong knowledge of: C++, C, Lua, C#
- Proficiency in English (8.5/9 IELTS) and Bulgarian (Native).
- Team management and planning