

# Nick Valkov

## Gameplay Programmer

### Work Experience



#### Avalanche Studios Group

**Lead Senior Gameplay Programmer**  
August 2023 to Present.

**Senior Gameplay Programmer**  
March 2023 to July 2023 (5 months).



#### Arrowhead Game Studios

**Lead Gameplay Programmer**  
March 2021 to February 2023 (2 years).

**Gameplay Programmer**  
December 2019 to February 2021 (1 year, 3 months).

### 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