

Dan Markov

“Danidan”



Sofia, Bulgaria

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www.danidan.art

EDUCATION

American College of Sofia, Sofia, Bulgaria— *High School Degree*

Sep 2016 - May 2021

- Receiving the Diploma za Zavursheno Sredno Obrazovanie & the American High School Diploma
- Profiles: Chemistry, Mathematics, English

Saxion University of Applied Sciences, Enschede, The Netherlands— *Bachelor Degree*

Sep 2021 - Jul 2025 (EXPECTED)

- Receiving a bachelor in Creative Media and Game Technologies
- Minor: Cinematics & VFX

WORK EXPERIENCE

ARCH-I-TECH, Sofia, Bulgaria — *Intern*

Jan 2018 - PRESENT (2 hrs/week)

- Assisted with building 3D models with 3DS Max, Fusion 360 & AutoCAD
- Video editing with VegasPro & DaVinci Resolve

CHANA, Pernik, Bulgaria — *Intern*

Sep 2018 - Feb 2019 (20 hrs/week)

- Assisted with building the electrics of a small barrack
- Assisted with constructing the building

UPWORK — *Freelancer*

Aug 2021 - PRESENT (10 hrs/week)

- VoxelArt Designs
- Architectural Sketches
- CAD

FIVERR — *Freelancer*

Aug 2021 - PRESENT (5 hrs/week)

- Video Editing
- VoxelArt Designs

ABOUT ME

I am a Bulgarian/American designer with a passion for Game Development and Manufacture, and I have a wide skill set because of it! I mainly focus on 3D Design, ranging from standard mesh modeling and voxel-art to CAD. I love 3D Printing and Laser-Cutting, and have a lot of experience in both. I am also a semi-experienced programmer in a variety of languages. I have many side hobbies as well that come in handy in my work, such as image and video editing, Web Design, music performance and production, and architecture.

LANGUAGES

- Bulgarian - Native
- English -Native
- Spanish - Basic

HARD SKILLS

- Design
- Programming
- Manufacturing
- 3D Art/CAD
- Video Editing
- Music Performance

SOFT SKILLS

- Problem Solving
- Public speaking
- Communication
- Time Management
- Teamwork
- Attention to Detail