

# Dan Markov

## “Danidan”



Sofia, Bulgaria

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[www.danidan.art](http://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, Spanish
- Electives: Piano, Engineering, News Broadcast

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

Sep 2021 - Jul 2025 (EXPECTED)

- Receiving a bachelor in Creative Media and Game Technologies
- Role: Designer
- 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
- Leadership

## GAMEDEV PORTFOLIO - HIGHLIGHTS

### Find Yeti — Designer

Feb 2021

- First ever game
- 3D maze runner made with Unreal Engine and Twinmotion
- Link: [danidan.art/gamesdev/find-yeti/](https://danidan.art/gamesdev/find-yeti/)

### Gravity Cheese — Designer

Dec 2021 - Jan 2022

- 2D Puzzle platformer made in FlowLab
- Link: [danidan.art/gamesdev/gravity-cheese/](https://danidan.art/gamesdev/gravity-cheese/)

### Cistercian Numerals Quiz — Designer, Engineer

May 2022 - Jun 2022

- High score quiz made entirely with Processing
- HTML and CSS used to make it playable in browser.
- Link: [danidan.art/gamesdev/cistercian-quiz/](https://danidan.art/gamesdev/cistercian-quiz/)

### Queen of The Anthill — Designer

Feb 2022

- Tower defense arcade game made in Saxion's GxP Engine- team of 6
- My Contribution:
  - Design and Manufacture Controller
  - Wave Balancing
  - Powerpoints and organization
- Link: <https://danidan.art/gamesdev/queen-of-the-anthill/>

## MAKER PORTFOLIO - HIGHLIGHTS

### Defensive Brace — Designer, Manufacturer

Jan 2021 - Feb 2021

- Human body add-on that protects the user from getting their arm broken during a sparring match.
- Link: <https://danidan.art/maker/armlock/>

### Among Us Figurine — Designer, Manufacturer

Oct 2020

- 3D figurine whose head flies off when two buttons are pressed
- Link: <https://danidan.art/maker/among-us/>

### Laser Cutter Model — Modeler, Manufacturer

Mar 2021

- To-scale 3D model of a laser-cutter. 3D printable with working door

## SKILLS

- 3D Design
- Programming
- Manufacture
- Video Editing
- Music Performance
- Problem Solving

## SOFTWARE

- Fusion 360
- AutoCAD
- 3DS Max
- Maya
- MagicaVoxel
- Stud.io
- Unity
- Twinmotion
- Unreal Engine
- Photoshop
- Illustrator
- Aseprite
- VegasPro
- Ableton Live
- DaVinci Resolve
- Google Suite
- Microsoft Office

## PROGRAMMING LANGUAGES

- Processing
- Java
- Python
- C# (Unity)
- HTML/CSS
- JavaScript

- Link: <https://danidan.art/maker/laser-cutter/>