Dan Markov
"Danidan"

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www.danidan.art

EDUCATION

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

Sep 2021 - Jul 2025 (EXPECTED)

- Receiving a Propaedeutic Degree (Cum Laude) and a Bachelor of Applied Science in Creative Media and Game Technologies
- Role: Designer
- Minor: Cinematics & VFX

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

Sep 2016 - May 2021

- Received a Bulgarian and an American High School Diploma
- Profiles: Chemistry, Mathematics, English, Spanish
- Electives: Piano, Engineering, News Broadcasting

WORK EXPERIENCE

IMPERIA ONLINE JSC, Sofia, Bulgaria — *Game Design Intern*

Feb 2024 - Jul 2024 (40 hrs/week)

- Worked on various freemium mobile and browser games:
  - Crush Them All: Designing and balancing gameplay features
  - Siege World War II: Designing and balancing in-game events
  - Imperia Online: Game analysis and designing a tournament

UPWORK; FIVERR — *Freelancer*

Aug 2021 - PRESENT (10 hrs/week)

- Created 2D and 3D architectural draughts OSL Concrete, Casa Design and other clients
- Created VoxelArt Designs for various clients
- Edited Video for Legacy Brew Pub and other clients

ARCH-I-TECH LTD; CHHANA NPO, Bulgaria — Architecture *Intern*

Jan 2018 - Jul 2023

- Learning the basics of architecture, CAD, 3D modeling and video editing
- Learning the basics of electrics and construction

CLIENT PROJECTS

Denda Games, Hengelo , The Netherlands— *Team Lead, Game Designer*

Sep 2024 - Feb 2025 (EXPECTED) (40 hrs/week)

- Working on a newspaper-style puzzle game in the vain of Wordle
- To be published on news websites through DPG Media

Sickhouse, Enschede, The Netherlands— *Game Designer*

May 2023 - Jul 2023 (40 hrs/week)

- Created an abstract, co-op, puzzle game
- Exhibited at The Overkill Festival 2023

Bihar School of Yoga, Munger, India — *Video Editor, Game Developer*

May 2020 - PRESENT

- Editing virtual classes and music videos
- Developing an interactive VR walkthrough

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

SOFTWARE

- Photoshop
- 3DS Max
- Fusion 360
- Revit
- Godot
- Unity
- Twinmotion
- Vegas Pro