

# Dan Markov

## “Danidan”



Sofia, Bulgaria

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[www.danidan.art](http://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