

# Dimitar Dinkov

## UI Engineer

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## ○ Academic Game Projects – *DigiPen Institute of Technology*

<b>UI Engineer, Gameplay Programmer, Audio Designer &amp; Technical Designer</b> – “Until you Wake: Black”	Jan 2021 – April 2021 Team of 2 ◆ Unity Engine
<ul style="list-style-type: none"><li>Created an immersive and detailed main menu, pause menu, and live user interface.</li><li>Implemented and tuned an intuitive and combat-ready player controller.</li><li>Developed an interaction, transition, cutscene, and dialog system for cinematic effect.</li><li>Gained experience working with high-quality art assets to create a vivid and exciting game world.</li></ul>	
<b>Solo Developer</b> – “Legend of The Street”	Sept 2020 – Dec 2020 Solo Project ◆ Unity Engine
<ul style="list-style-type: none"><li>Developed a smooth, immersive, and intuitive main menu, pause menu, and live user interface.</li><li>Created an engaging, easy to drive yet semi-realistic car controller with excellent playtester feedback.</li><li>Designed a stimulating open world with two cities, a mountain pass, and five races.</li><li>Implemented an immersive soundscape with dynamic music and 3D spatial SFX.</li></ul>	
<b>Gameplay Programmer &amp; Technical Designer</b> – “Robogames”	Sept 2020 – Dec 2020 Team of 5 ◆ Unreal Engine
<ul style="list-style-type: none"><li>Created a multi-purpose player controller for use with two multiplayer game modes.</li><li>Gained experience working with C++ programming and networking within Unreal Engine.</li><li>Sourced assets from the Unreal marketplace to heighten the gameplay experience.</li></ul>	
<b>Solo Developer</b> – “Revisit”	Jan 2020 – April 2020 Solo Project ◆ Unreal Engine
<ul style="list-style-type: none"><li>Implemented an intuitive and accessible rock-climbing player controller to supplement narrative.</li><li>Created a profound cathartic narrative told throughout gameplay elements and triggers.</li><li>Designed a gorgeous mountain landscape complete with weather effects and volumetric clouds.</li></ul>	
<b>Gameplay Programmer, Wwise Tech &amp; Technical Designer</b> – “Just Desserts”	Sept 2019 – April 2020 Team of 9 ◆ Unreal Engine
<ul style="list-style-type: none"><li>Created a natural and engaging combat-ready player controller.</li><li>Worked with a sound designer to create an engaging soundscape using Wwise and Wwise reflect.</li><li>Designed a camera controller to simplify interaction and maintain focus on gameplay elements.</li></ul>	
<b>Audio Engine Architect, Gameplay Programmer &amp; Technical Designer</b> – “Abyssal”	Sept 2018 – April 2019 Team of 11 ◆ Custom C++ Engine
<ul style="list-style-type: none"><li>Implemented an intuitive and engaging player controller for underwater environments.</li><li>Programmed an AudioEmitter and AudioListener system into the custom engine with FMOD Low Level.</li><li>Designed and implemented an immersive soundscape with dynamic music and 2D spatial SFX.</li></ul>	

## ○ Work Experience

<b>Teacher's Assistant</b> – <i>DigiPen Institute of Technology</i>
Sept 2020 – April 2021 • <b>DES365 (Game Feel)</b> with <b>Eric Cagle</b> ( <a href="https://www.linkedin.com/in/KiltedGamer/">LinkedIn.com/in/KiltedGamer/</a> )
<ul style="list-style-type: none"><li>Educated design students on game feel principles &amp; intermediate programming in C#/C++.</li><li>Used my experience in Unity Engine &amp; Unreal Engine to help students elevate their ideas from concept to fruition.</li><li>Gained experience teaching designers with beginner programming experience and acquired insight in their perspective with respect to common game engines and programming languages.</li></ul>

## ○ Skills – (Self-Rated in **Experience** and **Proficiency** Relative to All Skills)

C / C++ ◆	◆◆◆◆◆	Apache Subversion ◆	◆◆◆◆◆
C# ◆	◆◆◆◆◆	Perforce ◆	◆◆◆◆◆
Unreal Engine ◆	◆◆◆◆◆	HTML ◆	◆◆◆◆◆
Unity Engine ◆	◆◆◆◆◆	CSS ◆	◆◆◆◆◆
Python ◆	◆◆◆◆◆	FMOD (Low Level) ◆	◆◆◆◆◆
Agile Development ◆	◆◆◆◆◆	Wwise (Unreal Engine) ◆	◆◆◆◆◆
Git ◆	◆◆◆◆◆	Data Science & AI ◆	◆◆◆◆◆

## ○ Education

<b>Bachelor's Degree in Computer Science and Game Design</b> – <i>DigiPen Institute of Technology</i>
Sept 2017 – April 2021 • 3.00 GPA