Dimitar Dinkov **UI** Engineer

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UI Engineer, Gameplay Programmer, Audio Designer & Technical Designer – "Until you Wake: Black" –

- Created an immersive and detailed main menu, pause menu, and live user interface.
- Implemented and tuned an intuitive and combat-ready player controller.
- Developed an interaction, transition, cutscene, and dialog system for cinematic effect.
- Gained experience working with high-quality art assets to create a vivid and exciting game world.

Solo Developer – "Legend of The Street" -

- Developed a smooth, immersive, and intuitive main menu, pause menu, and live user interface.
- · Created an engaging, easy to drive yet semi-realistic car controller with excellent playtester feedback.
- Designed a stimulating open world with two cities, a mountain pass, and five races.
- Implemented an immersive soundscape with dynamic music and 3D spatial SFX.

Gameplay Programmer & Technical Designer – "Robogames"

- Created a multi-purpose player controller for use with two multiplayer game modes.
- Gained experience working with C++ programming and networking within Unreal Engine.
- Sourced assets from the Unreal marketplace to heighten the gameplay experience.

Solo Developer – "Revisit" -

- Implemented an intuitive and accessible rock-climbing player controller to supplement narrative.
- Created a profound cathartic narrative told throughout gameplay elements and triggers.
- Designed a gorgeous mountain landscape complete with weather effects and volumetric clouds.

Gameplay Programmer, Wwise Tech & Technical Designer – "Just Desserts" -

- Created a natural and engaging combat-ready player controller.
- Worked with a sound designer to create an engaging soundscape using Wwise and Wwise reflect.
- Designed a camera controller to simplify interaction and maintain focus on gameplay elements.

Audio Engine Architect, Gameplay Programmer & Technical Designer – "Abyssal"

- Implemented an intuitive and engaging player controller for underwater environments.
- Programmed an AudioEmitter and AudioListener system into the custom engine with FMOD Low Level.
- Designed and implemented an immersive soundscape with dynamic music and 2D spatial SFX.

Team of 2 Unity Engine

Jan 2021 - April 2021

Sept 2020 - Dec 2020 Solo Project

Unity Engine

Sept 2020 - Dec 2020 Team of 5

Unreal Engine

Jan 2020 - April 2020 Solo Project

Unreal Engine

Sept 2019 - April 2020 Team of 9

Unreal Engine

Sept 2018 - April 2019 Team of 11

Custom C++ Engine

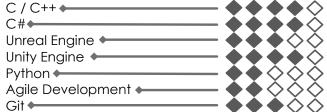
O Work Experience

Teacher's Assistant – DigiPen Institute of Technology —

Sept 2020 – April 2021 • DES365 (Game Feel) with Eric Cagle (LinkedIn.com/in/KiltedGamer/)

- Educated design students on game feel principles & intermediate programming in C#/C++.
- Used my experience in Unity Engine & Unreal Engine to help students elevate their ideas from concept to fruition.
- Gained experience teaching designers with beginner programming experience and acquired insight in their perspective with respect to common game engines and programming languages.

\bigcirc Skills — (Self-Rated in **Experience** and **Proficiency** Relative to All Skills)



Apache Subversion • Perforce +---HTML + FMOD (Low Level) ◆ Wwise (Unreal Engine) ◆ Data Science & AI ◆

O Education