Dimitar Dinkov
Gameplay Programmer

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○ Academic Game Projects – *DigiPen Institute of Technology*

Gameplay Programmer, Audio Designer & Technical Designer – *"Until you Wake: Black"*
- Implemented and tuned an intuitive and combat-ready player controller.
- Developed an interaction, transition, cutscene, and dialog system for cinematic effect.
- Designed and implemented enemy combat hitboxes and timings.
- Gained experience working with high-quality art assets to create a vivid and exciting game world.

Jan 2021 – April 2021
Team of 2
◆ Unity Engine

Solo Developer – *"Legend of The Street"*
- 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.
- Built an upgrade system with balanced yet prominent upgrades to go with a serialization system.
- Implemented an immersive soundscape with dynamic music and 3D spatial SFX.

Sept 2020 – Dec 2020
Solo Project
◆ Unity Engine

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.

Sept 2020 – Dec 2020
Team of 5
◆ Unreal Engine

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.

Jan 2020 – April 2020
Solo Project
◆ Unreal Engine

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.

Sept 2019 – April 2020
Team of 9
◆ Unreal Engine

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.

Sept 2018 – April 2019
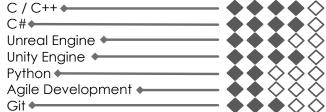Team of 11
◆ Custom C++ Engine

○ 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.

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

Skill	Rating		Skill	Rating
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

Bachelor's Degree in Computer Science and Game Design – *DigiPen Institute of Technology*
Sept 2017 – April 2021 • 3.00 GPA