DD Dimitar Dinkov
Gameplay Programmer

in Linkedin.com/in/DimitarDinkov
✉ DimitarDinkovDinkov@gmail.com
📞 1-862-243-0833

Professional Experience

Junior Intern - VRcade | June 2013 - May 2016

- Acquired knowledge on game industry work ethic at a startup early on.
- Worked with early virtual reality headsets and created Unity VR prototypes.
- Boosted developer throughput by offloading smaller tasks and learned C# fundamentals.

Game Projects

Technical Designer & Gameplay / Audio Programmer - *Just Desserts* | Sept. 2019 - April 2020
3D Action Platformer - Team of 9 - Unreal 4.22.3

- Integrated and managed Wwise with a sound designer to create an engaging soundscape.
- Designed and implemented a player controller and camera system with excellent UX results.

Solo Developer - *Revisit* | Jan. 2019 - April 2020
3D Rock Climbing Game - Solo Project - Unreal 4.24.1

- Created a gorgeous mountain landscape to go with a cathartic narrative experience.
- Designed and integrated an immersive and intuitive rock climbing system.

Technical Designer & Gameplay / Audio Programmer - *Abyssal* | Sept. 2018 - April 2019
2D Action Side-Scroller - Team of 11 - Custom C++ Engine

- Built and established core engine architecture for FMod audio.
- Produced a spatial soundscape that improved immersion in playtest results.
- Created a user-friendly player controller and camera system for an underwater setting.
- Implemented three engaging enemy encounters to designer specifications.

Skills

C / C++	▣▣▣▣☐
C#	▣▣▣▣☐
Python	▣▣☐☐☐
Unreal Blueprints	▣▣▣▣☐
Gameplay Programming	▣▣▣☐☐

Unreal 4	▣▣▣☐☐
Unity	▣▣▣▣☐
Agile Development	▣▣☐☐☐
Source Control	▣▣☐☐☐

Education

BS in Computer Science and Game Design

DigiPen Institute of Technology

April 2021 Graduation

Language Skills

English	▣▣▣▣▣
Bulgarian	▣▣▣☐☐
Japanese	▣☐☐☐☐