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)*

C / C++

C#

Unreal Engine

Unity Engine

Python

Agile Development

Git

Apache Subversion

Perforce

HTML

CSS

FMOD (Low Level)

Wwise (Unreal Engine)

Data Science & AI

# Education

### **Bachelor’s Degree in Computer Science and Game Design** – *DigiPen Institute of Technology*

Sept 2017 – April 2021 • 3.00 GPA