Dimitar Dinkov

# Software Engineer

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# Industry Experience

### **Associate UI Engineer** at **Bungie**

March 2022 – July 2024 Custom C++ Engine

• Participated and contributed to shipping **9 Seasons and 2 Major Expansions** in a fast-paced live-service game.

• Created **a UI optimization system** that was integrated into **two separate major game projects**.

• Contributed to a major **“Looking for Game” matchmaking feature** that allowed players to group up before an activity.

• Contributed to a player **achievement investment feature** that generated positive player sentiment and playtime engagement.

• Shipped a long-awaited feature for players to change their **character’s in-game gender and appearance.**

• Created and managed **documentation for multiple features and studio processes.**

• Worked with industry standard tools such as **Perforce, Visual Studio, Jira, TFS, Confluence, Miro, and Figma.**

• Collaborated and communicated effectively with **multiple teams of 20+ individuals.**

• Integrated **“post-launch” security chicken switch abilities** into multiple major features.

• Participated in **code review process** for dozens of coworkers throughout employment.

# Academic Game Projects at 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

## **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 a 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

# 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