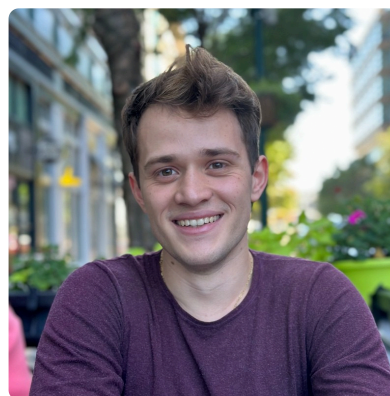


Designer | Game Development | Multimedia

Georgi TSVETANSKI

Download CV



About Me

Focused on crafting immersive player experiences & responsive game systems.

Hey, I'm Georgi!

I'm a game designer and multimedia creator focused on crafting immersive player experiences through game design, QA testing, and Unity prototyping. I've worked on indie and student projects for over 4 years, exploring game systems, player feedback, and creative production.

I'm currently looking for entry-level roles in game design, QA, or creative development (remote or in Berlin, Stockholm, Amsterdam, Warsaw, or Barcelona). I'm also looking for unpaid internships or volunteer roles in the U.S. to keep building experience and growing skills.

Projects

Shinobi Story

Indie Game Development

Developer

With a passion for game development, I have been actively involved in creating immersive gaming experiences, from indie game prototypes to participating in game jams and long-term projects like **Shinobi Story**. These diverse projects have allowed me to refine my skills in level design, gameplay mechanics, and collaborative development, while also pushing the boundaries of creativity and technical execution in the gaming world.

[View Project](#)

Side Projects

Side Projects

3D Art, Animation, Game Design, Project Management

Games developed independently, combining my skills in 3D art, animation, and design, and basic scripting. These projects explore different gameplay mechanics and styles, often inspired by the games I love.

[View Project](#)

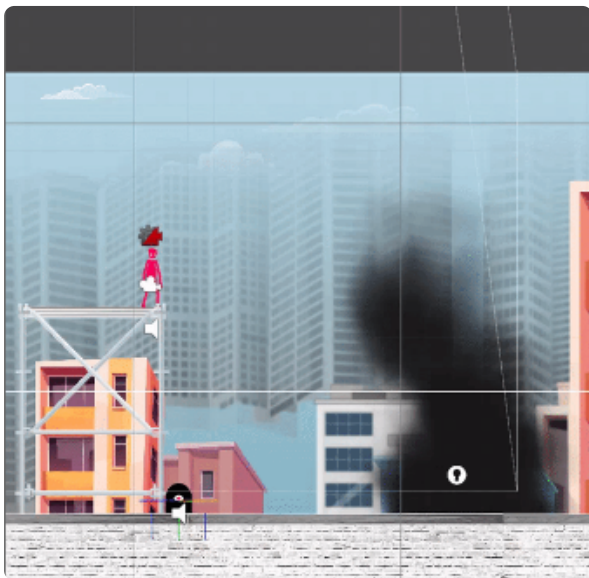


Breda (Breda University of Applied Sciences)

Successful Project Application for Breda

Game Design

As part of my successful application to the **Game Design Track** at **Breda University of Applied Sciences**, I developed an original game project that showcased my abilities in both game design and production. This project demonstrated my understanding of gameplay mechanics, user experience, and creative storytelling, all while aligning with the core principles of game design. It was a key component of my application and highlighted my readiness to pursue advanced studies in the field of game development.

[View Project](#)

The Universities at Shady Grove

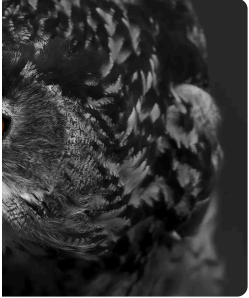
Blog Writing

Author

As a **Blog Writer** for **The Universities at Shady Grove**, I authored content focused on science, personal life, and student experiences, aiming to engage readers with relatable and insightful stories. My writing helped create a stronger

connection between the university and its community by providing perspectives that resonated with both students and faculty.

[View Project](#)



CPSE Demo Day 2024



Shinobi Story 2021 Teaser



UMD CPSE | Summer Program 2024



Work Experience

March 2025 – Present

QA Tester | Gameplay Analyst

Shokuho Mod Team (Mount & Blade II: Bannerlord)

As a QA Tester and Gameplay Analyst for the *Shokuho* total conversion mod, I support quality assurance through structured testing of gameplay systems, performance, and balance. My responsibilities include:

- Documenting and analyzing in-game systems
- Identifying and reporting AI behavior, combat issues, and economic imbalances
- Conducting playtests using fresh saves and controlled testing environments
- Logging bugs via Discord templates and offering detailed, actionable feedback to the development team
- Monitoring and reporting in-game performance using MSI Afterburner and OBS Studio to track framerate, temperatures, and stutter events
- Creating statistical summaries and performance reports to inform design decisions

2023 – 2024

Digital And Visual Media Specialist

UMD Cyber-Physical Systems Engineering

As the **Digital and Visual Media Specialist** for the **Cyber-Physical Systems Engineering (CPSE)** program at the University of Maryland, I spearheaded video production efforts, creating high-quality content to showcase the program's achievements and events. I conducted interviews with faculty and students, producing impactful videos that increased the program's visibility. In addition to producing content, I onboarded, taught, and mentored new interns, equipping them with the skills to contribute effectively to the media production process. My role also involved driving the program's social media strategy to engage the academic community and beyond.

Skills & Expertise

2021 – 2024

Game Developer | Multimedia Specialist | Senior Community Manager

Pixel Bulb Studio

As a **Game Developer, Multimedia Specialist, and Senior Community Manager** for **Shinobi Story**, I played a critical role in the development and management of in-game content, multimedia assets, and community engagement. I led the conceptualization and execution of in-game elements, including level design, NPC behavior, and boss fight mechanics, while ensuring rigorous quality control and database management. In my multimedia role, I created and adapted digital content such as videos, social media assets, and marketing materials to promote the game and enhance its online presence. As the **Senior Community Manager**, I led a team of community staff, managed social platforms, enforced community guidelines, and cultivated a positive, engaging environment. I also handled customer support through ticketing systems and developed strategies to boost player retention and community growth.

2023 – 2024

Undergraduate Communication Association (President)

University of Maryland College Park

As President of the UCA, I oversee all organizational policies and strategic agendas, managing both leadership teams and financial resources to ensure smooth operations. I lead recruitment initiatives, successfully elevating the UCA to a Tier 2 organization through strategic development and collaboration with external partners. I also coordinate marketing efforts to enhance the UCA's online presence, while organizing events and workshops that foster member engagement and professional development.

Video Production & Editing

- ✓ **Adobe Premiere, After Effects:** Proficient in editing videos for marketing campaigns, YouTube channels, and promotional content.
- ✓ **Storyboarding & Scriptwriting:** Develop compelling narratives and structures for video content.

3D Design & Animation

- ✓ **Autodesk Maya, ZBrush:** Expert in 3D modeling and animation for games and multimedia projects.
- ✓ **3D Asset Creation:** Design and animate characters, props, and environments.

Game Development

- ✓ **Unity, Unreal Engine:** Experience in developing in-game content, mechanics, and levels.
- ✓ **Gameplay Design:** Implement and test game mechanics, ensuring smooth player experience.

Graphic Design & Branding

- ✓ **Adobe Photoshop, Illustrator:** Create visual assets for marketing materials, social media, and game design.
- ✓ **Branding & Marketing:** Develop cohesive branding strategies for digital and print media.

Social Media & Content Strategy

- ✓ **Content Planning:** Develop and execute content calendars for Facebook, Instagram, YouTube, and other platforms.
- ✓ **Audience Engagement:** Increase engagement through targeted campaigns and interactive content.

Project & Team Management

- ✓ **Team Leadership:** Led cross-functional teams of developers, artists, and interns to ensure project milestones were met on time.
 - ✓ **Client Communication:** Act as a liaison between clients and teams, ensuring project goals are aligned and expectations are met.
-

Education

2023 – Ongoing

Bachelor's Degree in Simulation and Game Design (Design, Coding and Development track), Computer Games and Programming Skills

University of Baltimore

The program emphasizes game design principles, user experience, and interactive system design, with coding and programming as supporting skills. I am developing expertise in designing engaging simulations and games while honing my technical abilities to bring creative concepts to life. Excited to collaborate on capstone projects that merge design innovation with technical execution.

2023 – 2024

Bachelor's Degree in Communication and Media Studies

University of Maryland, College Park

Focused on interpersonal communication, persuasion, and digital media. The curriculum includes courses in social influence, rhetoric, organizational communication, and public relations strategies, providing a comprehensive foundation for professional roles across various fields. This program has strengthened my ability to analyze messages, manage media, and develop effective communication strategies for diverse audiences.

2020 – 2023

Associate's Degree in Digital Animation

Montgomery College

Developed a strong foundation in 2D and 3D animation, focusing on industry-standard tools such as Autodesk Maya and Adobe Creative Suite. Gained hands-on experience in applying principles of design, animation, and visual problem solving across various media. The curriculum covered digital media production, video editing, motion graphics, and visual effects, preparing me for roles in animation, gaming, and multimedia. I also developed skills in storyboarding, scriptwriting, and critiquing animations, enabling me to produce high-quality animations and visual content for diverse platforms.

Email

georgi@tsvetanski.com

Name

Email Address

Message

4 + 5 =

Submit