

Contact

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Top Skills

Online Content Creation

Videography

Motion Graphics

Languages

Chinese (Elementary)

English (Native or Bilingual)

Bulgarian (Native or Bilingual)

Russian (Elementary)

Certifications

Bulgarian Language Proficiency (CEFR Level B2)

Design Powered by Data: Getting Started with UX Web Analytics

Google Ads Search Certification

"How to become a game developer?"

User Experience (UX) for Non-Designers

Honors-Awards

Montgomery College Excellence in Equity Award for Digital Art

Phi Theta Kappa Honor Society certificate

II International Contest of the Children's Art, Ivan Sergeyevich Turgenev

"Stefan Gechev" 20th Literature competition

Certificate of Language Proficiency (CEFR Level B2)

Georgi Tsvetanski

Digital Media and Communication | Game Development
Rockville, Maryland, United States

Summary

Multimedia and game development professional with a background in QA testing, Unity prototyping, and digital content creation. I have 4+ years of experience across video production, creative direction, and social media strategy, along with hands-on work in game design and testing.

I focus on building and supporting games that feel intentional and responsive—whether through clear systems, player feedback, or strong collaboration. I also bring experience in motion graphics, visual storytelling, and player-focused iteration from both academic and independent projects.

I'm currently looking for entry-level roles in game design, QA, or creative development, either remote or based in Berlin, Stockholm, Amsterdam, Warsaw, or Barcelona.

I'm also open to internships or volunteer opportunities in the U.S. where I can continue gaining experience.

Portfolio: tsvetanski.com

Experience

Shokuho Mod Team (Volunteer Project)

QA Tester | Gameplay Analyst

March 2025 - Present (5 months)

Volunteering as a QA Tester and Gameplay Analyst for Shokuho, a total conversion mod for Mount & Blade II: Bannerlord. I contribute to the stability and polish of the game through focused quality assurance and gameplay analysis. Responsibilities include:

- Conducting structured playtests using fresh saves and controlled in-game scenarios

- Identifying and documenting bugs in AI behavior, combat balance, and economic systems
- Logging detailed reports using standardized Discord templates and communicating with the dev team
- Monitoring and reporting in-game performance using MSI Afterburner and OBS Studio to track framerate, temperatures, and stutter events
- Analyzing in-game systems
- Creating statistical summaries to support design decisions and balance adjustments

Undergraduate Communication Association
1 year 8 months

President

July 2024 - December 2024 (6 months)

United States

- Oversee the execution of the UCA constitution and organizational policies.
- Schedule, advertise, and lead all meetings and set strategic agendas.
- Direct and evaluate the work of executive leadership to ensure effective operation and achievement of goals.
- Prepare financial reports.
- Handle receipt, banking, and protection of funds, and financial products.
- Developing and managing budgets based on organizational needs.
- Ensure sufficient funds are available to cover operational needs.
- Prepare and review budgets for club activities and submissions of proposals.
- Manage the account(s) by maintaining accurate financial records.
- Be a representative for the budget request hearing.

Vice President

May 2023 - August 2024 (1 year 4 months)

United States

- Delegating roles and tasks to officers, ensuring effective team collaboration
- Managing Trello board to streamline project management and task distribution
- Organizing and running events, from planning to execution

- Facilitating communication with partners and stakeholders to foster strong relationships
- Assisting with social media graphics to enhance UCA's online presence
- Making executive decisions to guide the strategic direction of the organization
- Elevating UCA to a Tier 2 organization by meeting requirements and completing the USG Leadership Program
- Leading recruitment events to attract and engage new members

University of Maryland

1 year 2 months

CPSE Digital and Visual Media Specialist

May 2024 - October 2024 (6 months)

United States

- Lead video production from strategy to post-production, including planning, interviewing, recording, and editing, ensuring content aligns with program objectives.
- Oversee content management and strategy for social media platforms like Instagram and Facebook, enhancing brand alignment and audience engagement.
- Execute weekly social media campaigns, analyze marketing trends, and present findings to optimize outreach efforts.
- Manage procurement for videography equipment and materials, liaising with vendors like B&H to ensure timely and cost-effective acquisitions.
- Mentor new interns, fostering skill development and integration into the program's media and marketing activities.
- Coordinate and provide media support at events, contributing to comprehensive promotional efforts across digital and visual media.

(Cyber-Physical Systems Engineering (CPSE)

Department of Electrical and Computer Engineering, UMCP)

Social Media and Marketing Content Creator

September 2023 - May 2024 (9 months)

United States

- Created marketing materials and social media content for the program's rebranding, including videos, reels, and flyers.
- Managed program promotion on platforms like Instagram, YouTube, Facebook, and TikTok.
- Drafted and edited a weekly social media post, maintaining high-quality content delivery.

- Participated in weekly meetings to discuss and implement new social media and marketing strategies.
- Designed promotional materials in compliance with CPSE branding and UMD social media guidelines.
- Wrote articles highlighting the program and student achievements.
- Presented end-of-semester reports on social media trends and analytics.

(Cyber-Physical Systems Engineering (CPSE)

Department of Electrical and Computer Engineering, UMCP)

The Universities at Shady Grove

Blog Writer

October 2023 - May 2024 (8 months)

United States

As a Blog Writer for the USG Student Blog, I authored engaging and informative content about areas of my expertise, science, personal life, and student experiences at the University System of Maryland at Shady Grove (USG). My role involved creating posts using WordPress, where I created the blogs, and ensured timely publication. This experience allowed me to enhance my writing skills and contribute to a dynamic student platform.

Pixel Bulb Studio

4 years 5 months

Game Developer

May 2021 - April 2024 (3 years)

United States

- Conceptualized and communicated in-game content ideas with the development team.
- Supported team members during sprint deadlines, assisting with task management and prioritization.
- Managed database tasks, including creating queries and designing NPC behaviors, quests, and boss fight events.
- Engaged in level design and ensured rigorous quality assurance and control throughout the development process.
- Performed creature rigging and animation to bring game characters to life.
- Provided training on database management to enhance team skills and efficiency.
- Analyzed player behavior and developed strategies to increase player retention and engagement.

Marketing & Communications Specialist

January 2021 - May 2021 (5 months)

United States

- Led marketing campaigns to engage key audiences via social media.
- Managed social platforms, ensuring resourceful and safe community environments.
- Directed the planning and implementation of digital strategies, including logo design and advertisements.
- Analyzed performance metrics and provided strategic recommendations.
- Enforced community guidelines and oversaw community and staff management.
- Served as Game Advisor, interfacing directly with customers through support tickets.

Multimedia Specialist

December 2019 - April 2021 (1 year 5 months)

United States

- Conceptualized and created multimedia content, including social media ads, banners, videos, and animations.
- Prepared and adapted materials into effective digital content.
- Collaborated with multimedia team members to ensure cohesive project execution.

Education

University of Baltimore

Simulation and Game Design (Design, Coding and Development track), Computer Games and Programming Skills · (January 2025)

University of Maryland

Bachelor's degree, Communication and Media Studies · (January 2023 - December 2024)

Montgomery College

Associate's degree, Digital Animation · (August 2020 - July 2023)

Walter Johnson HS

High School Diploma, General Studies · (January 2015 - June 2020)

Bulgarian Educational and Cultural Center "Kliment Ohridski," Washington DC, USA

Diploma of Education, Bulgarian Language, Literature, and
History · (2015 - 2019)