HRISTO RADEV

GAME PRODUCER

CONTACT

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🌐 Portfolio Link -
https://hristor.github.io/

EDUCATION

2023 - 2027
BREDA UNIVERSITY OF APPLIED SCIENCES - GAMES - DESIGN AND PRODUCTION

- Started with Production work at the end of Year one
- Fully focused on Production in the middle of Year 2 - leading 3 seperate projects as a Producer.

SOFTWARE SKILLS

Codecks   Perforce   Trello

Unreal Engine 5   Miro   Excel

LANGUAGES

- English (Fluent)
- Bulgarian (Fluent)
- Russian (Basics)

PROFILE

With a foundation in design during my first years at BUas - which later transitioned to a full focus on Production I strived to position myself as a catalyst pushing for a smooth and efficient workflow within a team.

During my studies I realized for myself that - Being with people is what pushes me forward and makes me strive to better myself. I want to provide the atmosphere which lets us realize the achievements we set as milestones for ourselves.

EXPERIENCE

Project S
Producer
Sep 2025 - Ongoing
26 Person Project -

- Organize a large-scale multidisciplinary team through all stages of creating a game - starting with Concepting through which I led the team with a detailed plan, with specific deliverables and goals.
- Currently in the Pre-Production phase, we are pushing for clarity around our production pipelines in preparation for Production - while pushing to find the fun and build upon our initial concept.

Ascension Protocol
Producer
April - July 2025
10 Person Project -

- Act as a Vision holder for the concept.
- Organize and maintain AGILE workflow using GitHub Projects and Codecks.
- Plan, time keep and lead meetings.
- Main communication link with stakeholders.

Game Production Excel Package
Producer
Nov 2024 - Jan 2025
Solo Project

- Create a excel workbook including a Gantt Chart, Burndown Chart, Team Overview, Scope Breakdown and Dependency Map - all tied to a Dashboard.
- Create a excel script for Automated Data Entry into all databases within the excel from one centralized sheet for ease of use.
- Create a demo using the excel package based on the creation of a update patch within Monster Hunter World: Iceborne.

Soaked in Sin - Global Game Jam 2025
System Designer
Jan 2025 - 2 Days
12 Person Project

- Design and implement one of the three game stages and all it's components in Unreal Engine 5.
- Test and maintain that stage for release.
- Soon to be released on Steam .

Crow's Nest
Producer and System Designer
May - July 2024
13 Person Project

- Facilitate cross-specialization communication and work.
- Organize and maintain AGILE workflow and SCRUM methodology through Trello.
- Plan, time keep and lead meetings.