

Viktor Vasilev

Game Programmer

Contacts

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Education

Bachelor's Degree

Breda University
of Applied Sciences
2018 – Present

Secondary Education

High School of Mathematics
“Dr Petar Beron”, Varna
2012 – 2017

Hobbies

- Games
- Guitar
- Piano
- Drawing

Profile

I am a 3rd-year student at Breda University of Applied Sciences. Throughout my education, I have worked on the implementation of a variety of projects such as games or custom game engines. I specialize in graphics programming, but I have also taken on other roles such as physics and AI.

Employment History

Technical Manager, Interlogistica Delivery Company

2017 – 2018

I was assigned, together with a small team, to describe where each delivery will be sent to. I was also responsible to answer clients' delivery questions on phone calls.

Projects

Last Resort (Unreal Engine 4)

Generalist Programmer | 29 members | 32 weeks

- Assist with AI development
- Implement a multi-functional inventory
- Quality assurance on bug fixing

SAD Engine

Graphics Programmer | 10 members | 8 weeks

- Assist with DirectX12
- Implement Particles
- Add Shadow Mapping
- Include Volumetric Lighting

Technical Skills

Programming Languages

- C++
- C#
- JavaScript

Software

- Git
- Perforce
- Unreal Engine 4
- Unity
- Godot Engine
- Visual Studio
- Rider IDE (UE4)

Software

Development Kits

- OpenGL
- DirectX12
- Vulkan