



Nikola Grigorov

Self-driven learner with expertise in diverse technologies and languages, including front-end, raytracing engine, pathfinding, and GPU-instancing. Proficient in content creation tools like Blender and Photoshop for game art. Have taken part in multiple game jams and have published a game on Google App Store and currently working on launching a new game on Steam.

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🌐 <https://nqrigorov.github.io/portfolio/side-projects.html>

🐙 <https://github.com/NGrigorov>

in <https://www.linkedin.com/in/nikolagrigorov3/>

WORK EXPERIENCE

Game Developer Intern

DTT
09/2020-02/2021 *Amsterdam*

Achievements/Tasks

- ❖ Helped develop an online game written in TypeScript
- ❖ Implemented adjustable content generation algorithm
- ❖ Solved problem of slow start-up time via asynchronous downloading of world scene on start-up

Bachelor research Intern

Accenture
07/2019-01/2020 *Utrecht*

Achievements/Tasks

- ❖ Researched an AR app implementation project for presentations at Accenture's Liquid Studio
- ❖ Conducted research and testing for user interactions possibilities
- ❖ Developed proof of concept using Unity3D and Vuforia
- ❖ Applied skills towards graduation thesis

Intern

EZSupportAR
02/2018-06/2018 *Eindhoven*

Achievements/Tasks

- ❖ Maintained main product and developed side product at EZSupportAR
- ❖ Implemented customizable UI to reduce re-development of newer versions
- ❖ Restructured, maintained, and managed main product in agile environment
- ❖ Developed networking connection between main and mobile app for immediate response

SKILLS

C# | C++ | Python

JavaScript | TypeScript

Java

Git

AR | VR

Unity3

Blender | Photoshop

HTML5 | CSS3

Procedural generation

Frontend

OpenCV | OpenGL

PERSONAL PROJECTS

TD-Game (02/2023-Present)

- ❖ PC tower defence game currently developing as an indie dev
- ❖ Planning to publish on Steam in two months

Neutron Charge (12/2019-01/2020)

- ❖ A mobile arcade game developed as an indie dev
- ❖ Published on the Google app store

EDUCATION

Msc, Game and Media Technology

Utrecht University, Utrecht
02/2021-07/2023 *The Netherlands*

Bch, Software Engineering & IT

Fontys University, Eindhoven
09/2016-02/2020 *The Netherlands*