Eindhoven, The Netherlands

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NIKOLA **GRIGOROV**

LinkedIn:
https://www.linkedin.com/in/nikolagrigorov3/

GitHub:
https://github.com/NGrigorov

>LANGUAGES & TECHNOLOGIES
- **Proficient:** C#, TypeScript, Unity3D,
- **Exposure:** C, C++, Java, JavaScript, PHP, PLSql, SQL
- **Version Management:** GitHub, Jira, BitBucket

>PROFESSIONAL EXPERIENCE
DTT| INTERN | Amsterdam, NL   09/20 – 01/21

Acting as an intern for DTT. Developed online application via TypeScript & Three.js
- Implemented a content generation algorithm which also allows its parameters to be adjustable to liking.
- Improved efficiency of the project by implementing a async downloading of the world scene on start-up.

Accenture| INTERN | Utrecht, NL | University Thesis   04/19- 09/19

Acting as an intern for Liquid Studio. Research project for developing an AR application for presentations. This acted as my graduation thesis.
- Researched and tested user-interaction based AR application.
- Developed a proof of concept via Unity3D & Vuforia.

EZSupportAR| INTERN | Eindhoven, NL | University Thesis   02/18- 06/18

Acting as an intern at an upcoming AR producer in The Netherlands. Maintaining their main product and developing a side product in an AGILE environment for the whole duration of the internship.
- Implemented a customizable UI which saved time by reducing re-developing of newer versions, which also directly helped the company's customer.
- Restructuring, maintaining and managing the main product.
- Networking connection between the main application and an a mobile application which allowed immediate response between the 2 products.

>EDUCATION
Bachelor of Applied Science in Software Engineering & IT, *Fontys University, Eindhoven*   February 2020

Master of Natural Sscience in Game and Media Technology, *Utrecht University, Utrecht*   July 2023

>PORTFOLIO

- https://ngrigorov.github.io/portfolio/side-projects.html T
- I've taken part in a couple game jam events. They have taught me the development cycle of rapid prototyping and agile development.
- On my own time I always challenge myself with learning a new language or technology: learning front-end to create a portfolio, creating my own raytracing engine, pathfinding and generation, gpu-instancing.
- I have taught myself different tools for content generation such as: Blender, Photoshop; to help me in creating the art and content for my games.
- I have published a game on the google store and planning to publish a new game to steam soon.