NIKOLA **GRIGOROV**

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

GitHub:
https://github.com/NGrigorov

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

>PROFESSIONAL EXPERIENCE

DTT| INTERN | Amsterdam, NL   09/20 – 01/21
- Worked on online app written in TypeScript.
- Implemented adjustable content generation algorithm.
- Solved problem of slow start-up time via asynchronous downloading of world scene on start-up.

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

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

>EDUCATION

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

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

>PORTFOLIO

- https://ngrigorov.github.io/portfolio/side-projects.html T
- Participated in game jams to learn rapid prototyping and agile development.
- Self-challenged by learning new languages and technologies (front-end, raytracing engine, pathfinding and generation, GPU-instancing).
- Self-taught content generation tools (Blender, Photoshop) for game art and content.
- Published game on Google Store, planning to publish on a new game on Steam.
- Collaborated closely with other disciplines to iterate on gameplay and features.