

# 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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Eindhoven



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https://ngrigorov.github.io/portfolio/side-projects.html



https://github.com/NGrigorov



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 Achievements/Tasks Utrecht

- 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

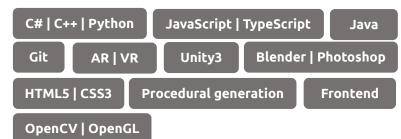
#### Intern

**EZSupportAR** 

02/2018-06/2018 Achievements/Tasks Eindhoven

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

# **SKILLS**



#### 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