NIKOLA **GRIGOROV**

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GitHub:
https://github.com/NGrigorov

Portfolio:
https://ngrigorov.github.io/portfolio/

>LANGUAGES & TECHNOLOGIES

- **Proficient:** C#, TypeScript, Unity3D,
- **Exposure:** C, C++, Java, JavaScript, Pixi.js, Three.js, Python, UnrealEngine4, Vizard, NodeJS, Express MongoDB, Laravel, PHP, PLSql, SQL, MySQL, Android Studio, ARCore, Vuforia, Git, GitHub, GitLab, Jira, Bitbucket, Mathlab
- **Other:** Kinect, 5DT, SmartSuit, HTC Vive, Leap Motion, Magic Leap

>PROFESSIONAL EXPERIENCE

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

Acting as an intern for DTT. Developed online application via TypeScript & Three.js
- Developed features requested from the client
- Improved efficiency of existent features by reducing time for re-calibration of certain parameters.
- Created a magnitude of 3D models via Blender to improve visuals of the project.

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.
- Interactions achieved by ray-casting user input and image processing to deliver an interactive experience during presentations.

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 AR 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 Game and Media Technology, *Utrecht University, Utrecht*   February 2022

>PROJECT WORK

Perfect Maze Generator | [Web player](#) | https://github.com/NGrigorov/MazeGen   2020

Simple maze generation algorithm supporting multiple sizes.
- **DFS**: Depth first search algorithm using a list as node stack. Prefers long corridors
- **Random Prim**: Keeps a track of all neighboring nodes that are not visited yet and pick one at random. Prefers small rooms.
- **Wilson**: Takes a random walk and if it connects with the maze again it creates a pathway. Has no preference.

Neutron Charge | [Web Player](#)| https://github.com/NGrigorov/NeutronCharge   2020

A game jam mobile videogame developed and published in 7 days on the Google app store.
- UI and saving progress between sessions
- Unlockable empowerments from points acquired by playing the game
- Different enemy AIs and chasing projectiles
- Proximity game generation and destruction