# NIKOLAY IVANOV

## GAME PROGRAMMER

An inspired 4<sup>th</sup> year game development student with three years of game and software programming experience, and a motivation to learn and bring to life bleeding-edge technology ideas. In my free time, I practice my problem solving and logical thinking abilities to become a reliable, well-rounded developer.

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**GitHub**: Super-Lovers
**LinkedIn**: nikolay-ivanov
**Website**: dev. diary and portfolio
**itch.io**: back-body-hurts

## KEY SKILLS

**Game Engines/Libraries**

- Unity3D (C#)
- Phaser v2/3
- CreateJS
- Twine (SugarCube v2)
- Love2D (Lua)

**Front End**

- HTML5, CSS3, JavaScript/ES9
- Electron, Vue.js (v3), JAMstack
- JQuery, Bootstrap

**Back End**

- Node.js
- MongoDB

**Workflow**

- Agile & Scrum
- Git
- Task Runners
- Windows/Linux
- Chocolatey

## TRAITS

- Quick learner
- Open-minded
- Good work ethic
- Independent

- Team player
- Good communication skills
- Creative

## WORK EXPERIENCE

### INTERN GAME PROGRAMMER

03/09/2019 – 02/02/2020

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Rotterdam, The Netherlands

- Helped research, document, and develop a proof of concept for a real-time game server library (Nakama) for potential integration in company projects.
- Helped research Augmented Reality (AR) libraries and developed both an Android and iOS game using Unity3D.
- Contributed to an onboarding RPG game project for interns and junior developers.
- Ported a native wiki with company API and libraries of documentation to GitLab using a script that converts wiki markup to markdown.

## PROJECTS

### COSMIC RELAY                                          **itch.io/cosmic-relay**
Interactive story in Twine & HTML5 *(side project)*

- Implemented continuous deployment with GitHub Actions for playtesting and publishing the latest version of the game.
- Extended SugarCube behavior and world-building by integrating JQuery and HTML5 code into the chapters and passages.

### SLBMS.js                                              **github.com/slbmsjs-cli**
Cross-platform bookmarks CLI in Node.js *(side project)*

- Created an interface for browsing your exported browser bookmarks in different categories (group, sort, date).
- Implemented a tagging system for bookmarks that allows users to group, browse, and delete bookmarks based on tags.

### MORGAN TRAVELS THROUGH TIME                           **github.com/morgan**
Mobile game in Unity3D

- Implemented character customization and an inventory system.
- Created a branching dialogue system with detailed customization for each passage's contents (avatars, facial expressions, dialogue boxes, etc).
- Implemented game localization for Dutch and English users.

## EDUCATION

Game Design and Development  -  Bachelor (currently in 4th year)
- Hanze University of Applied Sciences in Groningen, The Netherlands

Systems Programming
- "Electrical Mechanic Professional High School of Pazardzhik, Bulgaria".

Attended various courses from Software University and Telerik Academy - learn more on LinkedIn.

## ADDITIONAL INFORMATION

### HOBBIES

Actively swim during my bachelor's education and used to when I was a teenager and in high school. Played for my high school as a substitute goalkeeper during my senior years and enjoy the sport frequently in my free time, as I do with running for leisure.

### LANGUAGES

Fluent in English and Bulgarian, learning Russian in free time (beginner).