

# NIKOLAY IVANOV

# GAME PROGRAMMER

A graduating student pursuing a career as a game programmer with three years of experience in making games. I polish my software development competencies in my free time to become a well-rounded developer and am motivated in learning and realising new skills and ideas.

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**Website:** [dev. diary and portfolio](#)  
**itch.io:** [back-body-hurts](#)

## KEY SKILLS

Game Engines/Libraries	Front End	Workflow
<ul style="list-style-type: none"><li>Unity3D (<a href="#">C#</a>)</li><li>Phaser v2/3</li><li>CreateJS</li><li>Twine (<a href="#">SugarCube v2</a>)</li><li>Love2D (Lua)</li></ul>	<ul style="list-style-type: none"><li>HTML5, CSS3, JavaScript/ES9</li><li>Electron, Vue.js, JAMstack</li><li>JQuery, Bootstrap</li></ul>	<ul style="list-style-type: none"><li>Agile</li><li>Git</li><li>Task Runners</li><li>Windows/Linux</li><li>Chocolatey</li></ul>
	<b>Back End</b> <ul style="list-style-type: none"><li>Node.js</li><li>MongoDB</li></ul>	

## TRAITS

- Quick learner
- Open-minded
- Good work ethic
- Team player
- Good communication skills

## WORK EXPERIENCE

### INTERN GAME PROGRAMMER

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03/09/2019 – 02/02/2020

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](https://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](https://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](https://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

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- Bachelor (currently in 4<sup>th</sup> year) Game Design and *Development* in Hanze University of Applied Sciences in Groningen, The Netherlands.
- Systems Programming in “Electrical Mechanic Professional High School of Pazardzhik, Bulgaria”.
- Attended courses from both Software University and Telerik Academy (learn more on LinkedIn).

## ADDITIONAL INFORMATION

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### SPORTS

- Swimming – Actively swim during my bachelor's education and used to swim when I was a teenager and during high school.
- Football – I used to play for my high school as a substitute goalkeeper during my senior years and enjoy the sport frequently in my free time with friends and strangers I meet on the fields.
- Cardio – My favorite and easiest to do physical activities whenever I am studying or busy during education and work periods.

### LANGUAGES

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