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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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

- Team player
- Good communication skills

WORK EXPERIENCE

INTERN GAME PROGRAMMER
03/09/2019 – 02/02/2020

&ranj
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

- Bachelor (currently in 4th 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

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).