

# NIKOLAY IVANOV

# GAME PROGRAMMER

A motivated Game Design and Development bachelor with three years of game and software programming experience who has the drive to create unique projects. On the side, I practice my programming and problem-solving skills, and create games for fun to broaden my skills and toolkit.

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**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, React (v17), JAMstack
- JQuery, Bootstrap

### Back End

- Node.js
- MongoDB

### Workflow

- Agile & Scrum
- Git
- Task Runners
- Windows/Linux
- Chocolatey
- Adobe XD
- LaTeX

## TRAITS

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

## WORK EXPERIENCE

### INTERN GAME DESIGNER & PROGRAMMER

Grendel Games

08/02/2021 – 21/06/2021

Remotely, The Netherlands

- Designed and implemented Unity and Adobe XD prototypes to provide potential serious game-oriented solutions to an existing product.
- Researched and documented a graduation paper to assist the future implementation of said prototypes and to provide actionable feedback and advice for improvements of said product.
- Created a C# application to help automate the analysis of user feedback forms after being categorized.

### 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.

## FRONT END DEVELOPER

Fair of Kindness – [website](#)

01/02/2016 – 01/04/2016

Pazardzhik, Bulgaria

- Volunteered to help raise awareness of a movement in Sofia so that more institutions can provide help to people who suffer from rare diseases.
- Created a promotional and informational website together with a designer for the fair's cause.

## FRONT END DEVELOPER

DesignMix - [website](#)

01/02/2017 – 01/03/2017

Pazardzhik, Bulgaria

- Volunteered to help advertise and organize a designer-oriented conference by creating a promotional website and assisting during the conference.

## PROJECTS

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### 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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Game Design and Development - Bachelor's degree

- Hanze University of Applied Sciences in Groningen, The Netherlands.

Systems Programming – High School

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

Attended various courses from Software University and Telerik Academy, the latter geared towards teaching .NET and Web Development among youth before High School - learn more on LinkedIn.

## **ADDITIONAL INFORMATION**

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### **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 my free time (beginner).