NIKOLAY IVANOV GAME PROGRAMMER

An inspired 4th 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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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, React (v17), 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
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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   01/02/2016 – 01/04/2016

Fair of Kindness – **website**   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   01/02/2017 – 01/03/2017

DesignMix - **website**   Pazardzhik, Bulgaria

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

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 – 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 during and before High School - 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).