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Valentin Stoyanov

Live-streamer at Twitch.tv Hardcore gamer - UXD Student

I enjoy playing a variety of video games on all kinds of platforms.
I also love streaming while playing video games to share my experience with other people.
I have recently started studying UXD in The Hague University of Applied Sciences.

Hobbies

Playing Games

I love playing games. I have been playing video games for over a decade now and I am very proud of my hobby.

How it started

Everything started when I was first introduced to the SEGA genesis a while back when I was around 4 years old, I got really hooked into playing Mortal Kombat III and a fun game named Ristar.

I have never thought that I will end up being such a fanatic about gaming back then.

What do I typically play

I don't think there has been a genre of games that I haven't played yet, but the ones that I love since I was a kid would be the action ones and RPG's.

Education

Primary School "Sveti Ivan Rilski" - Haskovo

The beginning of my studying years.

I met some new friends back then.

Secondary Shool "Sveti Ivan Rilski" - Haskovo

Yes, I studied in the sames school but thats how things are working in Bulgaria.

I have made even more friends over that period of studying.

High School "Aleksandar Paskalev" - Haskovo

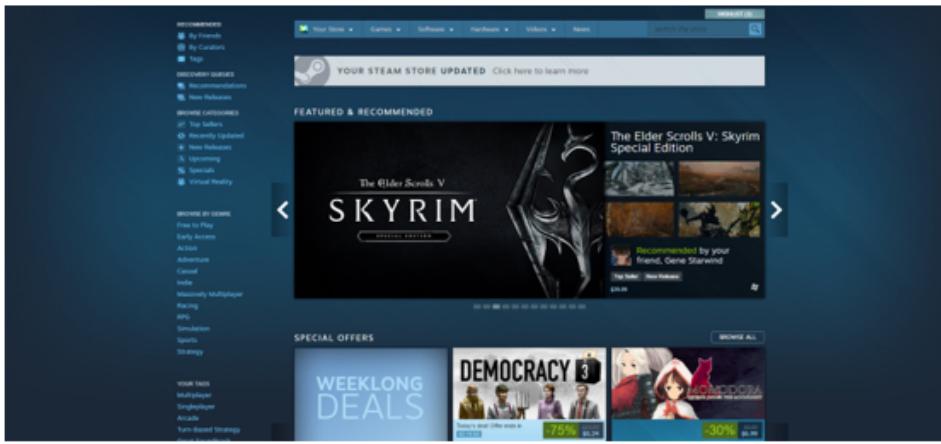
Probably the craziest period of my life went here, I have learned a lot about life, but outside of school.

Made some life-time friendships over here.

School Projects

Introduction to User Experience

One of the most intensive courses that we had in the first module.



3.3 Usability factor 3 Efficiency

How do you explain this usability factor (in general) to others?

Efficiency is when a product does what its intended to do with as less effort and resources put into achieving it.

How do you rate your product on this factor? (circle a star)



Explain your rating using product, user and context characteristics

Stearns' main role is to make it easy for the user to buy – download – play the game that they like and Steam fulfills its role quite well, in order for the user to play the game of his choice, he just has to search the game, add it to his cart, checkout, download-install and click play, and all of that while sitting in his chair.

For this course, we had to choose one product and elaborate over the products usability factors.

Research for Design

Actually, to be fair, research for design was on pair with IUX when it comes to difficulty but mainly because it required us to actually find someone and interview him while we are giving him certain tasks to do.



Intercultural Competence

This was probably one of the best courses that we had on the first module.

Chapter: 1

Introduction

Hello, my name is Valentin and I'm coming from a country in the south-east part of Europe named Bulgaria.

In this portfolio, I am going to talk about me and my intercultural experiences.

In chapter 2, I will talk about my intercultural biography like from where I come from and what cultures influenced me.

In chapter 3, I will reflect more on my communicational style and how I handle intercultural communications.

In chapter 4, I will talk about the intercultural barriers that I had to overcome and how I overcame them.

In chapter 5, I will express the Hofstede's dimensions that represent my country's culture.

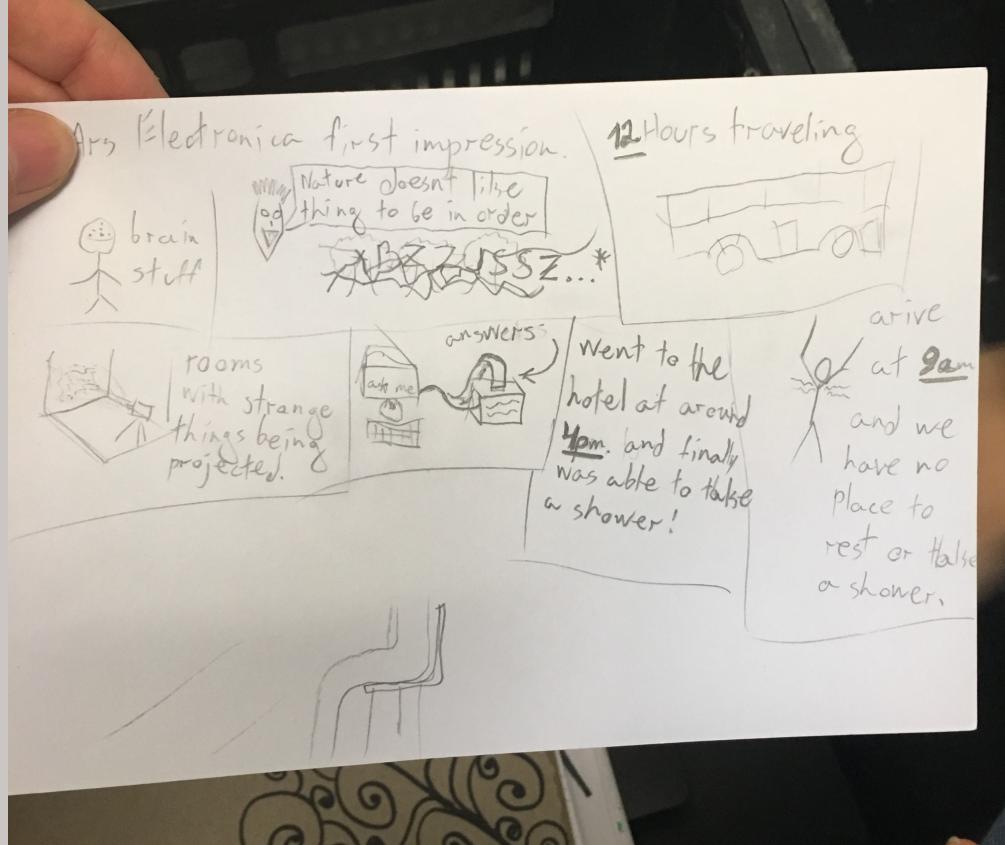
The course helped the whole class to get to know each other with all kinds of different mini-games and tasks that we had to do in groups.

TOP Projects

Design And Creativity

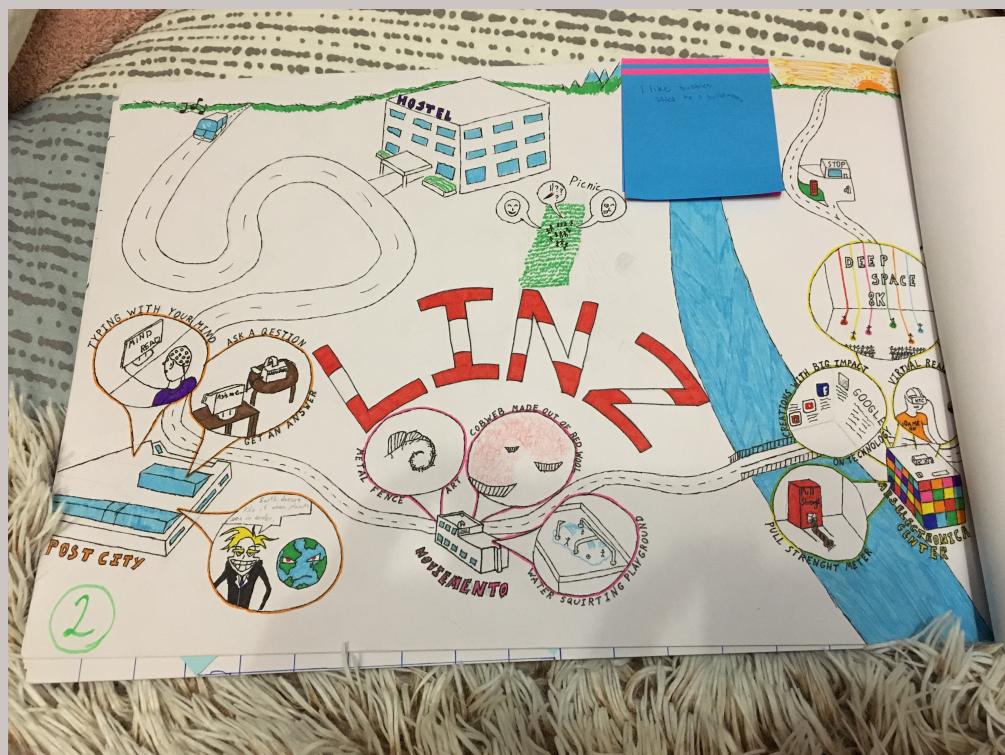
Design and creativity was one of a kind course that we had on our first module. I still remember how fun and yet stressful it was for me while I was doing the assignments (I was still being on my first module after all).

Sketches from my trip to Linz

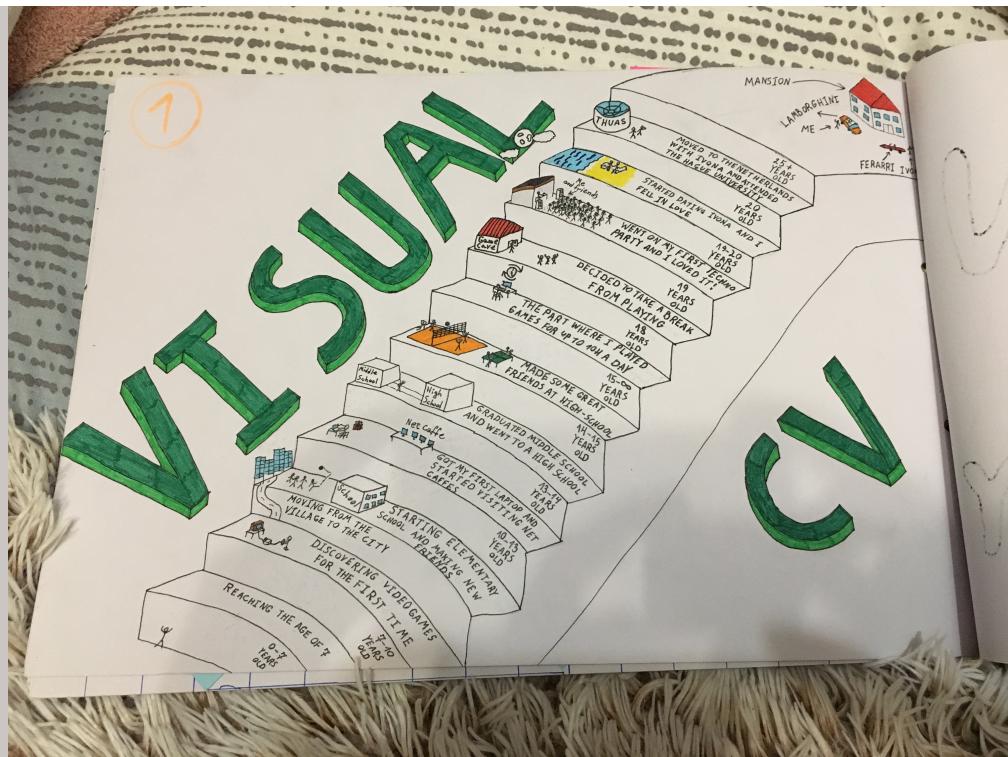


These sketches were made while I was still at Linz in order to help me create one of the following up assignment that we had.

My Linz trip experience assignment



The trip to Linz left me with some good memories which also came in handy when I had to create one of the assignments which was, to express the trip to Linz in a drawing.



On this assignment, I had to draw a Visual CV about my past and how I see myself in the future.

it was a fun assignment to do but took me some time to think about what exactly to draw

but in the end, I was happy with my decisions and results.

Contact or follow me!



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