Boyan Angelov
Senior Technical Designer

Contact

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Address
Valencia, Spain

Education

2020

Computer Science and Game Development
New Bulgarian University

2023

Unreal Engine Authorized Instructor Bootcamp - Epic/Incas

2023

Professional Game Development in C++ - Tom Looman

Skills

- Programming/Scripting:
  C++, Blueprints, C#, Java

- Game Engines:
  Unreal Engine, CryEngine, Anvil, Unity

- Version Control:
  Perforce, Git

- Other:
  Maya, Substance, Confluence

Technical Designer with experience across AAA, VR, and Metaverse projects. Skilled in Unreal Engine, C++, and Blueprints, with a track record of building multiplayer systems, cinematic gameplay, and immersive online experiences. Adept at bridging design and engineering to deliver scalable, innovative gameplay.

Experience

Improbable - Sr. Technical Designer | 10/2023 - Present

- Designed and implemented multiplayer systems for large-scale metaverse experiences, including persistent worlds, social features, and live events.
- Successfully delivered multiple large-scale live events supporting 1,000+ concurrent players.
- Optimized network replication and performance to support high-concurrency gameplay across varied platforms.
- Onboarded and provided technical guidance to technical designers

realworldone - Technical Designer | 10/2022 - 10/2023

- Developed multiplayer VR training applications in Unreal Engine, combining C++ and Blueprints to meet client requirements while ensuring optimal performance.
- Collaborated with cross-functional teams to deliver feature prototypes and reusable Blueprint frameworks, enabling faster iteration
- Delivered polished VR experiences for enterprise clients (Zeiss, Cytiva, others), balancing user experience, interactivity, and technical constraints.

Crytek - Technical Designer (Cinematics) | 10/2021 - 10/2022

- Prototyped and tested gameplay features for Crysis 4, supporting narrative integration and system feasibility.
- Collaborated with design and art teams to block out early sequences and scripted events.
- Conducted competitor analysis on FPS design trends to inform scope and technical direction.

Ubisoft - Technical Designer (Cinematics) | 11/2019 - 10/2021

- Built and maintained scripting tools that accelerated designer workflows, reducing iteration time for mission scripting and mechanic testing.
- Supported integration of gameplay systems with the proprietary Anvil engine, ensuring features were production-ready across platforms.
- Documented workflows and provided technical support to level/narrative designers, improving iteration speed and cross-team collaboration.

Projects

Norseguy

- Designed and implemented core RPG systems including dialogue, quests, and inventory.
- Built tools and workflows to streamline content creation and iteration in Unity.
- Delivered a polished prototype showcasing narrative-driven gameplay and progression mechanics.

Artstation