Dimitar Dzhodzhev

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Summary

I'm a game designer with experience in every step of the development process: from conceptual design through prototyping, production and live game support. I lead small development teams in feature implementation. I work closely with artists and engineers to deliver game-ready content and scalable systems. My background in computer science and programming allows me to better understand the technical side of the development process, while my background in architecture and art helps me present my designs and ideas efficiently.

Experience

Senior Game Designer at Creative Assembly – Sofia (full-time)

Jul 2022 – Apr 2024 (1 yr 10 mos)

Project Invicta (unreleased)

Unreal Engine prototype implementation | Level design | Melee combat system design: hit reaction, poise, block, melee recoil, knockback, knockdown | Ranged combat camera design: camera sway, weapon spread, weapon recoil, hit behavior | Cover system design | Gameplay abilities implementation | UI design, temp art and UMG implementation | Large scale unit collision and avoidance system design | Open world sandbox mechanics and events | Sandbox mechanics LOD, abstraction and optimization design | Economy and progression design | Art scope evaluation support;

Senior Game Designer at Gameloft (full-time)

Aug 2013 – Jul 2022 (9 yrs 1 mo)

Heroes of the Dark (iOS, Android, PC)

Initial game concept | Game scope evaluation | Combat system design technical lead | Character design technical lead | Tycoon design and balance | UI flow and design | Crafting system design;

March of Empires (iOS, Android, PC)

Technical localization lead | Item and asset design and balance | Player progression and monetization | Live event design and support | RPG and systems design and progression | Tactical combat design | UI and UX design;

Citybuilder (canceled)

Core loop design | System design | Economy design | Player progression and monetization | Game scope evaluation;

Asphalt 2D (canceled)

Race track design and adaptation | Driving systems design – breaking, loss of friction, turning, drift;

GT Racing (iOS)

AI difficulty balance;

Programme and Project Expert at Union of Architects in Bulgaria (contract)

Feb 2013 – Jun 2013 (5 mos)

Architect at 3Axis Ltd. (full-time)

Sep 2007 – Jul 2013 (6 yrs)

3D Architectural Visualizations (freelance)
Feb 2002 – Sep 2007 (5 yrs 8 mos)

Education

Software University (SoftUni)
C++ OOP (course) 2022

University of Architecture, Civil Engineering and Geodesy (UACEG)
Master of Architecture (M. Arch.) 2004-20012

"Akademik Kiril Popov" High School of Mathematics
Mathematics and Computer Science 1998 – 2003

Skills and Tools

Systems architecture and design
PowerPoint | Confluence | Miro| Draw IO

Economy and progression design
Excel | Access | Desmos | GeoGebra | Miro

UI and UX design
Photoshop | Adobe Animate

3D modeling
3D Studio Max | Blender | AutoCad | Sketch Up | V-ray

Game Engines
Unreal Engine | Unity | Godot | Source Engine | GLitch (prorietery) | Total War Engine

Programming and Scripting
C++ | C# | Python | JavaScript | HTML & CSS | PowerQuery M | Visual Basic| ActionScript