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'm leading small development teams in feature implementation and work closely with artist and engineers to deliver game-ready content and systems. My background in computer science and programming allows me to understand the technical problems we, as a team face, while my background in architecture and art helps me present my design 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 design and implementation | UI design, temp art and implementation | Large scale unit collision and avoidance system design | Open world sandbox mechanics and events | Open world systems 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 RND and brainstorm game concept | Combat system technical design lead | Character design technical lead | Tycoon design and balance | UI design | Crafting system design | Game scope evaluation;

March of Empires (iOS, Android, PC)

Technical localization lead | Item and asset design | Player progression and monetization | Live event design and support | RPG and strategy systems design | UI design;

Citybuilder (canceled)

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

Asphalt 2D (canceled)

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

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