



# DIMITAR BOSNEV

GAME DEVELOPER

## CONTACT

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📍 Sofia, Bulgaria

🌐 <https://dimitarbosnev.github.io/Dimitar-Bosnev/>

## EDUCATION

2022 - ONGOING  
SAXION UNIVERSITY

- Bachelor of Creative Media and Game Technologies

2016 - 2021  
HIGH SCHOOL OF  
MATHEMATICS PAZARDZHIK

- Profile Mathematics and Information Systems

## SKILLS

- C++
- C#/.NET
- UNITY 3D
- UNITY XR
- OPENGL
- VULKAN API
- GODOT GAME ENGINE
- BLENDER

## LANGUAGES

- English (Fluent)
- Bulgarian (Native)
- German (Intermediate)

## PROFILE

Hi there! I'm Dimitar, a passionate game developer with a love for creating immersive and engaging games. With a keen eye for detail, I specialize in programming interactive worlds that captivate players and keep them coming back for more. I embarked on my game development journey 2 years ago, driven by a childhood fascination with video games and a desire to understand how they work. Over the years, I've honed my skills in various programming languages, game engines, and design tools, transforming my passion into a career.

## RELEVANT PROJECTS

### CONCORDIA MONSTER PROJECT

2024

Game Programmer

- As a team, we had to develop an immersive VR game for children using their drawings as inspiration
- Main tasks: develop and ensure smooth and satisfying game play, create a shader for shell-shading inside the game

### BASE DESTRUCTION AR GAME

2024

Game Programmer

- Coding the base mechanics of the game while utilizing Unity AR Framework.

### Vulkan-Powered Game Engine

2024

Game Programmer

- For a personal project, I created a game engine prototype in C++ using Vulkan API
- The game engine currently has entity component system, child-parent game object structure and a .obj file importer.