

## Dimitar Grudev

[✉: mail](#) [🌐: social](#) [🐙: github](#) [📞: 0886899793](#)

My first code was written for Macromedia Flash around 2003.

I worked on advertising banners, interactive presentations, websites and web components/apps and kiosks.

Since 2009 i've gained interest in game development and made few simple flash games. I landed a job in Favorite Games, well established Bulgarian classic card and board games platform with very big at the time user base. Later in 2011 i worked in Zariba Ltd, one of the most successful game studios in the region. There i expanded my skills to Unity3D coding with JavaScript, C# and learned about Android and iOS as app and game platforms. In Feb 2016 i became part of a small but very skillful team of iOS developers in Varna based office of MentorMate. There i was able to learn and improve my skills further.

Since then i work mostly on iOS projects but have interest on Android and crossplatform solutions like Flutter as well.



### Personal Information

#### Born

05.02.1985

#### Current Location

Varna, Bulgaria

### Skills

#### Programming Languages

Swift, Objective-C

#### Frameworks

UIKit, Alamofire, Swinject, SnapKit, Realm

#### Platforms

iOS, Android, Unity3D

#### IDEs, Tools, editors

XCode, Android Studio, Monodevelop, Charles

#### Other

POP, OOP, Design Patterns, Git, Project planning, Scrum

### Experience

#### Drest

September 2021 - June 2022

- London based startup making one of the

[hottest fashion game](#) exclusive for iOS

#### VMWare

April 2021 - August 2021

- Part of the Boxer team. Mobile mail client and callendar app for enterprise clients.

#### Futurist Labs

November 2019 - Present

- Mobile app for Video on Demand (VoD) and Live stream content. The app supports User accounts and In App Purchases (IAP) for the content that provides. The client is well known already established provider of sport events in Bulgaria. The platform is active and used by couple of hundreds of users per month.
- Banking mobile app (competitor of Revolut for the local Bulgarian market). I did the main architecture for the app in MVVM with Coordinator pattern using custom Observable pattern implementation. The observable pattern was used for the network > domain > presentation layer communication.
- [Deliveroo](#) - Enterprise iOS app that helps to connect the restaurants and suppliers.

#### Adastra Bulgaria

August 2018 - October 2019 (1 year 3 months)

- [LutherOne](#) - Revolutionary performance & collaboration ecosystem that combines people & data science with cutting edge technology to radically advance the performance and potential of people and companies while significantly boosting employee engagement.
- [REEDEE](#) - SMART DOCUMENT READER - Paid iOS library that recognize and convert to json data many personal documents like Driver License, ID Cards and Birth Certificates.
- [HomeCredit China](#) - Mobile apps for phone payments.

#### Freelance iOS app developer

March 2018 - July 2018 (5 months)

- [Dentacare](#) - iOS app that serves the Dentacoin project. The blockchain solution for the global dental industry.
- [Oxeanic](#) - Oxeanic provides IT Consulting and software development services for both web and mobile.

#### iOS app developer at MentorMate LLC

Feb 2016 - Feb 2018 (2 years)

My projects in the company during these 2 years where:

- Product catalogue app for a company global leader in medical technology, services, and solutions.
- Enterprise mobile app that helps all employees of MentorMate to find information for each other. The app keeps track of their rewards and place in leaderboards for participating in different social activities in the company.
- Mobile VR experience app developed in Unity3D
- Gamified Survey Native App for the US market
- App that serves to track all test devices (phones, tablets, accessories etc.) across all different Bulgarian offices of MentorMate

#### Mobile Game And App Developer at Zebrito.com

June 2014 - Jan 2016 (1 year 8 months)

- Few small indie games with Unity 3D and Adobe AIR
- Working on some freelance projects (Mobile games and Apps)

#### Mobile Game Developer at Zariba Ltd

June 2011 - June 2014 (3 years)

- Developing puzzle and arcade games with Unity 3D, HTML5 (Phaser), Cocos2D
- Social integration for games with Facebook, Twitter. Leaderboards, Achievements, Mediation for different Ad networks etc.

#### Freelancer

May 2010 - October 2011 (1 year 6 months)

- Web design, Project Management, Web applications, maintain client websites, creating outdoor and print advertising
- Browser games and Apps, HTML, CSS, JavaScript, Flash Websites, Banners, Web Applications

#### Game Developer at Favorite-Games.com

March 2009 - April 2010 (1 year 2 months)

- Porting most of the classic games of the FG label from standalone C++ desktop app to Web version running on Flash Player in browser /ActionScript 3/. All games run on common lobby platform with features as multiplayer, social chat, friend lists (add and blockin users), playing against Artificial AI / CPU players etc.

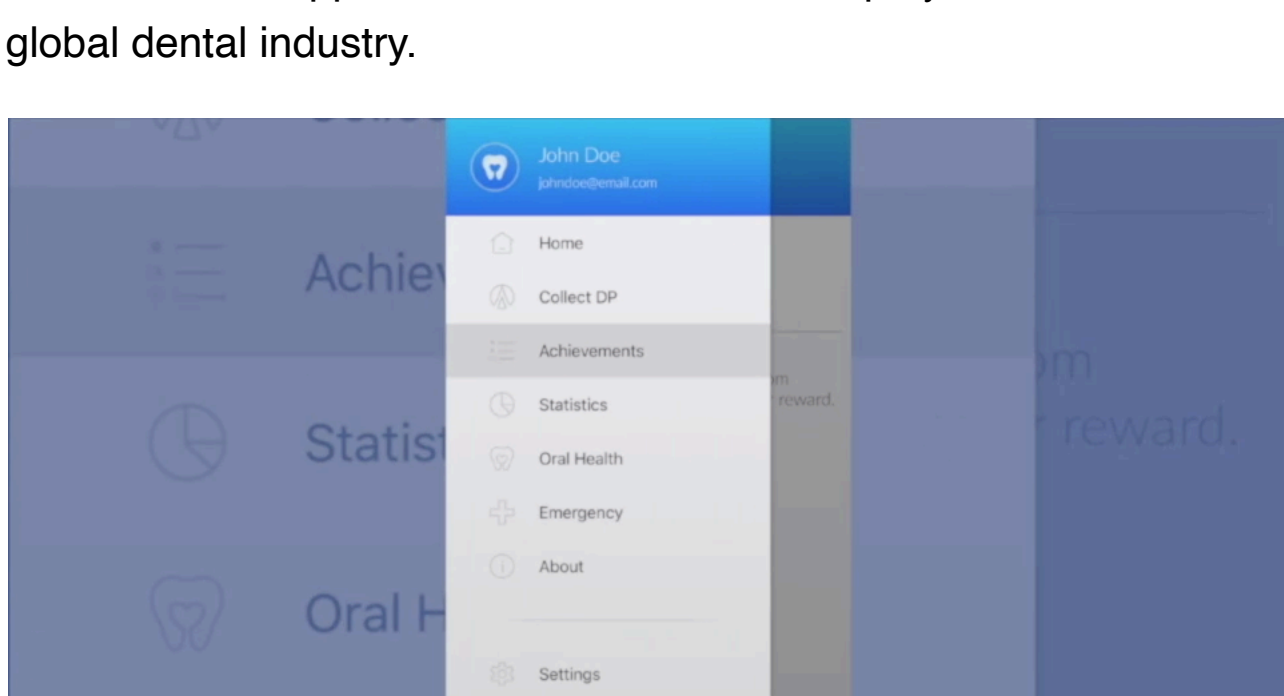
### Hobbies

Martial Arts, Travelling, Learning new IT Skills

### Links

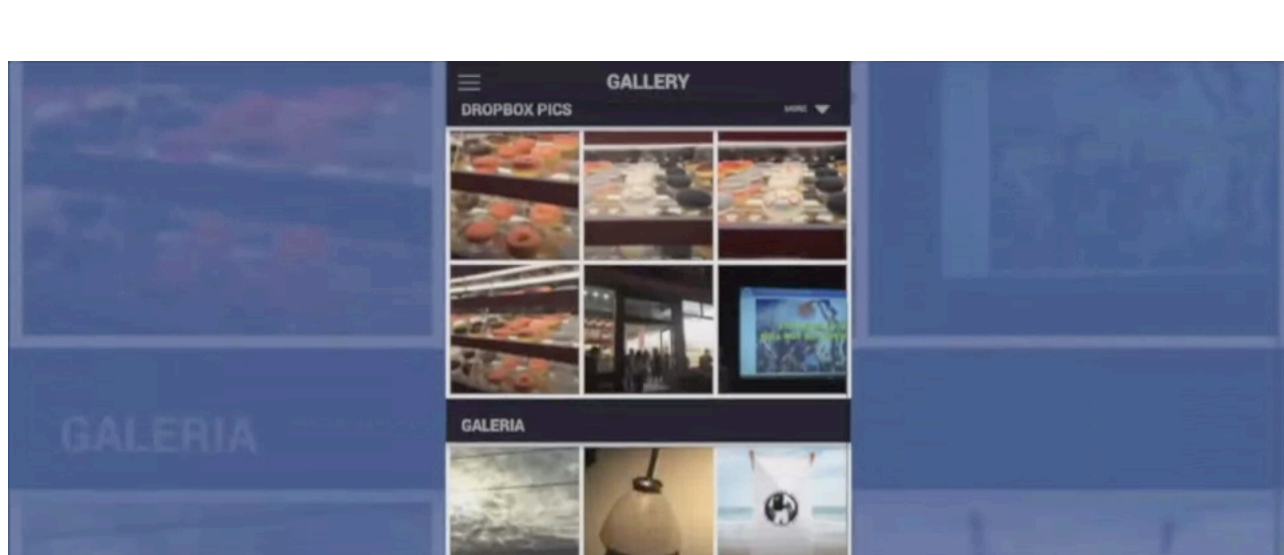
#### Mobile Apps

Aftercare: iOS app that serves the Dentacoin project. The blockchain solution for the global dental industry.



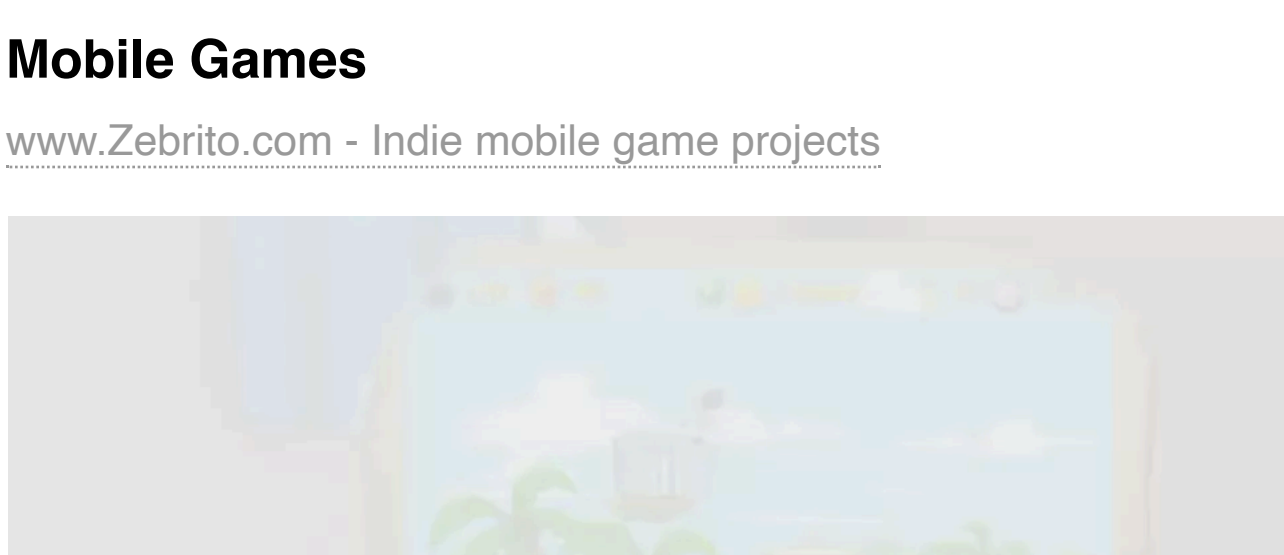
Oxeanic: Throwing Fruit LLC - mobile app template service

- [Luka Sabbat](#) - iOS app
- [Uber Reality](#) - iOS app



#### Mobile Games

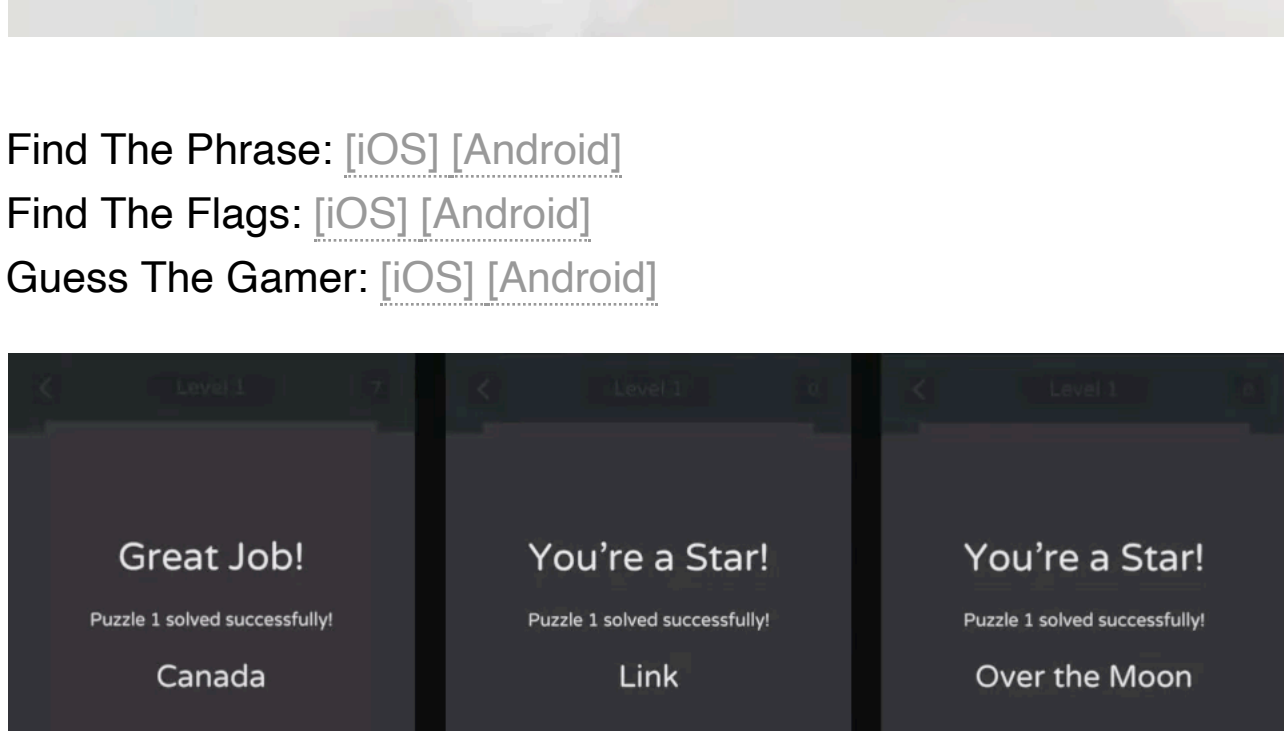
[www.Zebrito.com](#) - Indie mobile game projects



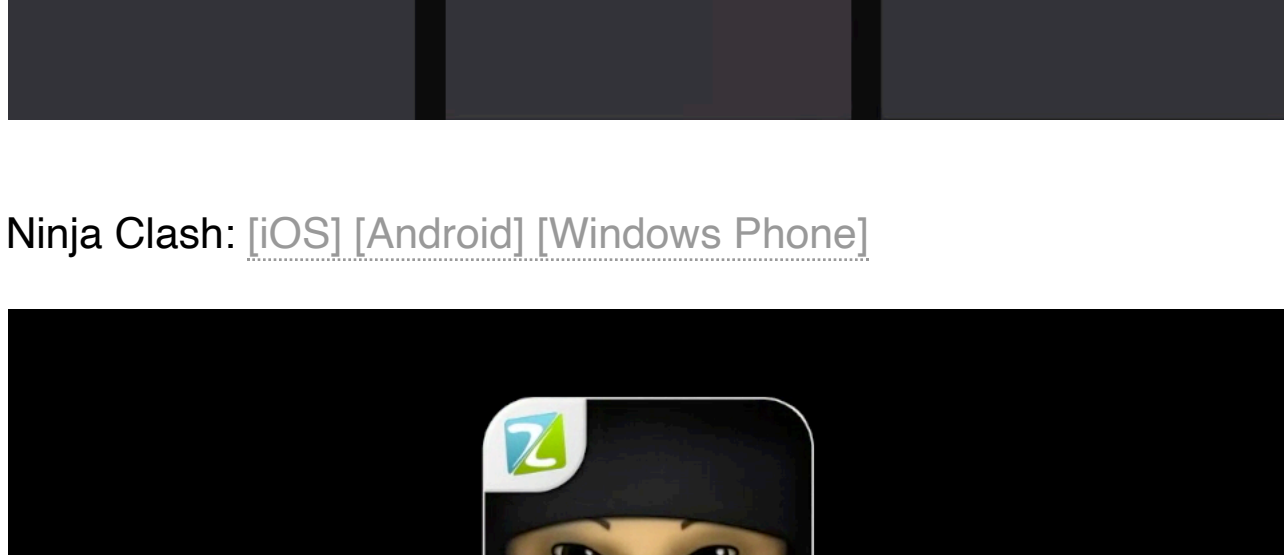
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Find The Flags: [\[iOS\]](#) [\[Android\]](#)

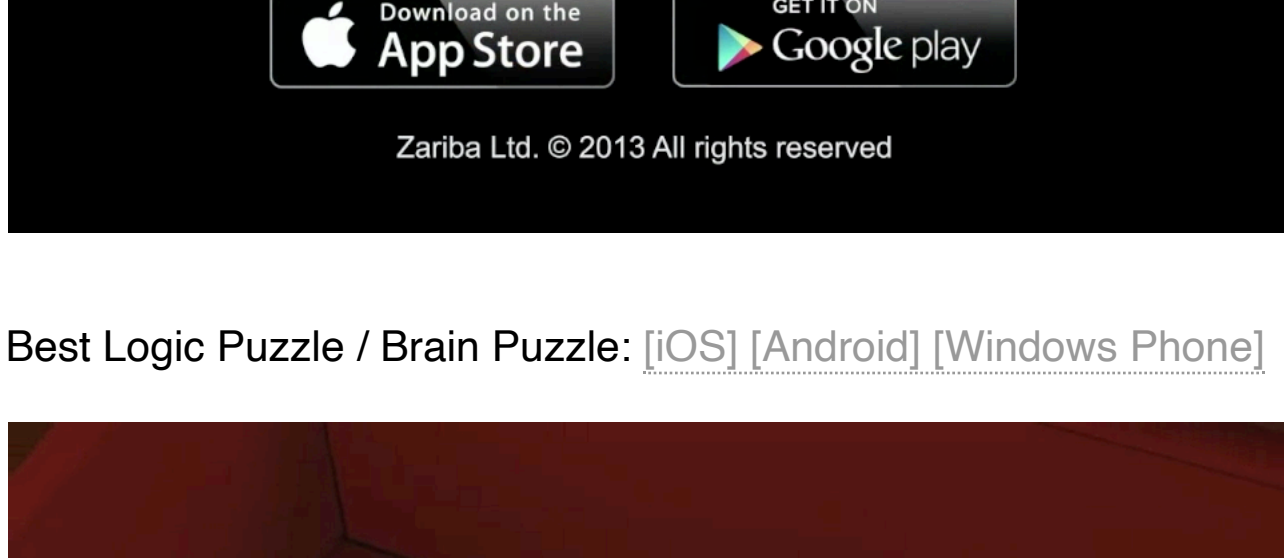
Guess The Gamer: [\[iOS\]](#) [\[Android\]](#)



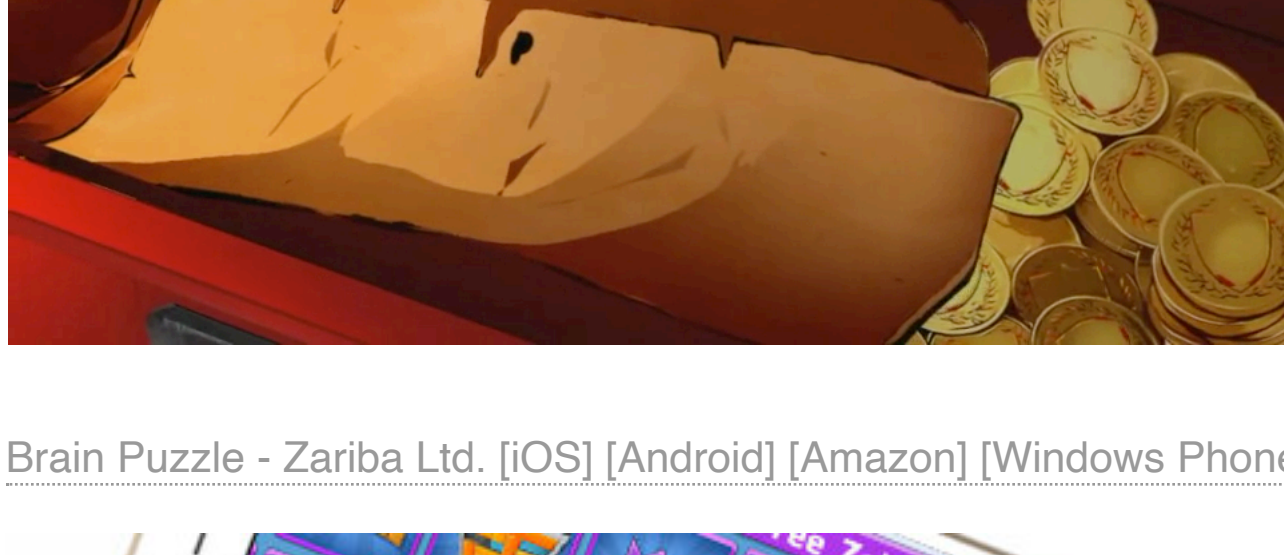
Ninja Clash: [\[iOS\]](#) [\[Android\]](#) [\[Windows Phone\]](#)



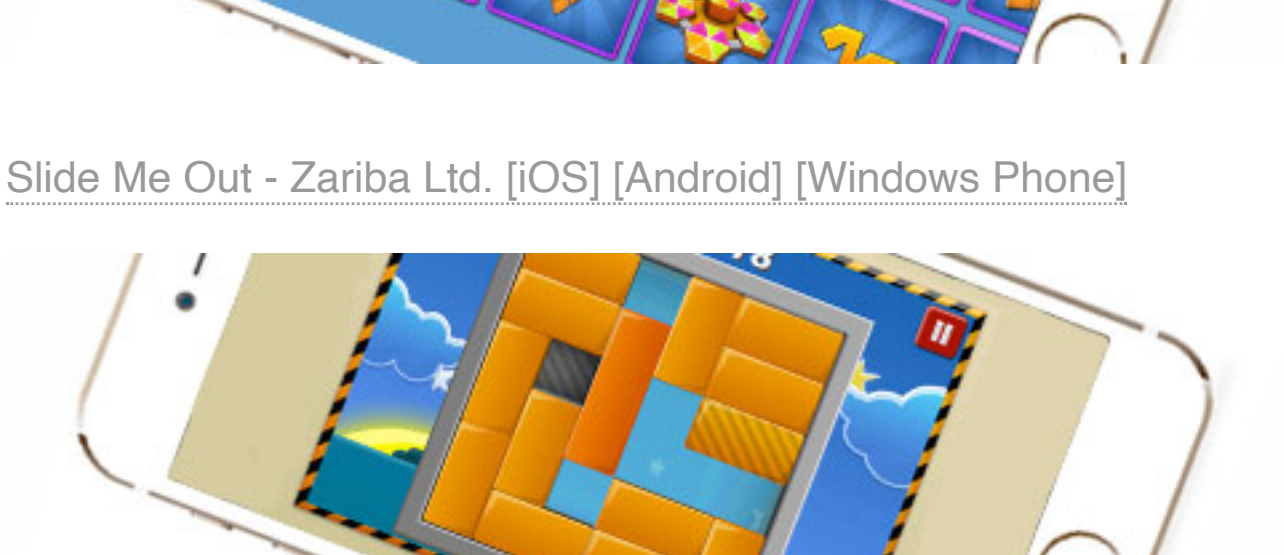
Best Logic Puzzle / Brain Puzzle: [\[iOS\]](#) [\[Android\]](#) [\[Windows Phone\]](#)



Brain Puzzle - Zariba Ltd. [\[iOS\]](#) [\[Android\]](#) [\[Amazon\]](#) [\[Windows Phone\]](#)



Slide Me Out - Zariba Ltd. [\[iOS\]](#) [\[Android\]](#) [\[Windows Phone\]](#)



Dimitar Grudev CV :: Last updated: June 2022

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