MARTIN NAZAKOV

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Summary

My passion with computers was born while I was a student in 5th grade. Curiosity of how things work overwhelmed me, so I started spending my free time reading blogs and being active on a few different forums that I found interesting back then. However, it was not until 2014 that I actually started learning programming. Since then I've been working on different university projects and projects of my own including, but not only, a simple game I developed for the google play store, just because I wanted to understand how the whole process of developing and publishing a product works. I am always eager to learn new things and looking for a place to start off my career as a software developer.

Skill Highlights

- C#
- Java
- PHP

- JavaScript
- HTML
- CSS

- SQL
- Natural curiosity
- Fluent English (CAE)

Experience

Software Support Engineer

Tek Experts - Sofia, Bulgaria

October 2016 to Current

Cube Swapper 3D (Google Play)

Developed in my free time

- Developed with Unity3D and C#
- ➤ Integrated ads from Google AdMob
- Private Game Servers of a MMORPG

Game – Different Projects/Developed in my free time

- Working with lua scripts
- > 3D/2D design and animation

July 2015

2006 to Current

- ➤ Simple source code edits (C++)
- ➤ Managed and worked in teams with people from different countries
- SQL Databases
- ➤ Working with other game related resource files
- > Building and editing websites (user registrations and account-management systems)

Education

Plovdiv University "Paisii Hilendarski"

2014 to Current

Software Technology and Design Plovdiv, Bulgaria

• ELMS "Geo Milev" 2009 to 2014

English Language Burgas, Bulgaria