Ivan Ivanov Mandev

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Profile

I am an enthusiastic video game programmer that always seeks to learn as much as possible from my team, provide creative ideas, be proactive and work hard at anything that is thrown at me.

I am a recent graduate from **ESAT** (Valencia, Spain) looking to land a job to expand my horizons and become a better professional. Furthermore, alongside a student team in the university I published a stealth game developed in Unreal Engine 4 called "**Hideout**".

I have worked in various graphic engines and learnt various programming languages, being able to adapt and help in moments of trouble whenever needed.

I also like to have a good laugh and play some videogames from time to time, keeping myself updated with my favorite genres such as Rogue-likes, Puzzle Games and a lot of Nintendo and PlayStation games since they formed part of most of my childhood.

Skills

Languages	English (Fluent), Spanish (Native), Bulgarian (Native), Catalan (Fluent), Japanese (Basic)
Programming Languages	C, C++, C#, Lua, Python, Kotlin, Swift, ARM
Graphic Frameworks	OpenGL 3.X / 4.X (published engine), DirectX11 (University Project), PS4 Framework
Game Engines	Unreal Engine 4 (published game), Unity3D (game jams and personal projects)
Other technical skills	Visual Studio, RenderDoc, Git, Perforce, Game Design, Aseprite, Adobe Illustrator, Adobe Photoshop, Blender

Education

ESAT (Escuela Superior de Arte y Tecnología) 2018 - 2021		
Computing and System Development	**BTEC Level 5 HND**	*DISTINCTION*
Relevant Modules	Final Project	*DISTINCTION*
	3D Graphic Engine	*DISTINCTION*
	Unreal Engine 4	*DISTINCTION*
	AI Programming	*DISTINCTION*

Relevant Experience

Game Programmer
Better In Red
Oct 2020 - Jul 2021

I worked on a game called "**Hideout**" while taking part in a student studio inside the university in ESAT.

Hideout is a stealth based game developed in Unreal Engine 4 and published in Steam and ported to PS4.

The contributions to the project were the following:

- Coding of the AI of the enemies in the game.
- General Appliances such as the door functionalities.
- Player Mechanics.
- Animations.

References available on request