

ivanovmandevivan.github.io

# Ivan Ivanov Mandev

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## Profile

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Enthusiastic 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. Alongside learning a different range of skills, I am looking to meet great people with whom to share experiences, learn from and help whenever needed at the best of my capabilities.

I have worked in a multitude of projects ranging from graphic engines using different frameworks, short term projects in engines such as Unity and Unreal Engine 4 and more specialized software such as analytics & mobile development applications.

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

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

## Education

### ESAT (Escuela Superior de Arte y Tecnología) 2018 - 2021

|                                  |                   |                           |
|----------------------------------|-------------------|---------------------------|
| Computing and System Development | BTEC Level 5 HND  | <b><i>DISTINCTION</i></b> |
| Relevant Modules                 | Final Project     | <b><i>DISTINCTION</i></b> |
|                                  | 3D Graphic Engine | <b><i>DISTINCTION</i></b> |
|                                  | Unreal Engine 4   | <b><i>DISTINCTION</i></b> |
|                                  | AI Programming    | <b><i>DISTINCTION</i></b> |

## 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.

**Unity Programmer**  
**Playshore**  
**Sept 2021 - Present**

I have mostly been working in the various games that the company has developing minigames, fixing bugs and being mostly a generalist programmer.

As far as other skills I learnt, since I joined this company I got presented with the opportunity to learn Flutter & Dart to be able to develop the backend & frontend for an analytics multi-platform software to display the data of the games of the company in real time through Firebase (Cloud Functions).

**References available on request**