



Lyubomir Kostadinov

👤 Profile

I'm currently studying game programming at Breda University. I graduated from Sofia High School of Mathematics. There I discovered my interest for mathematics and informatics. Over the years, I've developed analytical thinking and learned how to communicate effectively with people. I am eager to acquire new knowledge and apply it in practice. I adapt easily to changes and find innovative solutions to accomplish my objectives.

📁 Experience

Descent Raytraced

I worked on building the physically based rendering engine, used to replace the graphics of the open source retro game Descent.

🎓 Education

Bachelor Creative Media and Game Technologies (programming track), Breda University of Applied Science, Breda, the Netherlands

September 2020 — Present

Secondary School, Sofia High School of Mathematics (SMG), Sofia, Bulgaria

September 2015 — May 2020

Details

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Links

[Portfolio](#)

IT Technologies

C/C++, DirectX, OpenGL

Github, Helix Core

Jira

Languages

English

Bulgarian