

Lyubomir Kostadinov

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Summary

Fourth year student interested in the field of computer graphics, I have knowledge and experience in C/C++ and the Agile methodologies. So far, during my study in university I have worked on different projects from which I gained experience with DirectX, OpenGL, Windows API and learned how to work in a team.

Link to my projects: <https://lubokostadinov.github.io/>

Education

Game Programming

Breda University Of Applied Sciences • Breda, the Netherlands

06/2024

- Learned how to work with large code bases.
- Learned C/C++ and OOP.
- Took advanced computer graphics course.

Secondary School

Sofia High School Of Mathematics • Sofia, Bulgaria

06/2020

- Profile mathematics and informatics.

Languages

English, Bulgarian

Skills

C/C++, DirectX, OpenGL, GitHub, Perforce, Unreal Engine

Hobbies

Apart from programming and video games, I have a huge interest in audio engineering, and in my free time I regularly explore topics in this field.