



Nikolay Panovski

Gameplay Programmer

Contacts

✉ nikipanovski@gmail.com

in <https://www.linkedin.com/in/nikolay-panovski-043892201/>

🐙 <https://github.com/nikolay-panovski>

🌐 nikolay-panovski.github.io

Hard Skills

Regularly used

- C#/Unity development
- JavaScript/Web development
 - React framework
- Git/GitHub

Irregularly used

- C++
- Arduino

Soft Skills

- Teamwork
- Communication
- Adaptability to projects
- Endurance
- Attention to detail
- Studios
- Analytical
- Organising

Languages

Bulgarian

Native

English

Fluent

German

Intermediate

Professional Experience

ACuTe for Nova Gorica – via Saxion IMT&S (Enschede, NL)
Project – App & Gameplay Development for City Games
September 2023 – January 2024

Key responsibilities:

- Implementing smoothly interactive games – experiments with motion tracking, AR, interactive map routes
- Code reviews on collaborated app development code
- Concept user testing
- As a “team leader”, organising work and client communication

100%FAT B.V. (Enschede, NL)

Internship – Unity Programmer for Interactive Installations
September 2022 – January 2023

Projects for regional clients and events.

Key responsibilities:

- Gameplay enhancements and game loop creation, following design requirements from the company and clients
- Exploration of software and hardware-software solutions for the given projects
- Durability testing of the installation setups

Education

Saxion University of Applied Sciences (Enschede, NL)
BSc Creative Media and Game Technologies
2020 – Present

- “Engineer” (Programmer) track
- Main interest courses: Game Programming; Web; Unity Game Scripting; Software Architecture; Input Output
- Various group projects

Erhvervsakademi SydVest (Esbjerg, DK)

Minor Web Development

January 2023 – June 2023

Course content:

- Progressive Web Apps
- REST API Development
- Development Environments (incl. CI/CD pipeline)
- AR/VR Development

Hobbies

- Video game playing
- Super Mario 64 romhacks community:
 - Organising game show events
 - Maintaining music library for the bi-annual marathon
 - Part of moderation and curation of community documents