

Vladimir Damyanov Vladinov



28.01.2000

Eindhoven, The Netherlands
vla.vladinov.tues19@gmail.com

Profile/Personal summary	Ability to think through a problem offering different creative solutions, Hardworking, Passionate, Eager to learn, Cooperative, Ability to work in a team
Skills & Abilities	Experience with HTML/CSS, JavaScript, Java, C++, C, C#, Ruby, R, SQL Experience with IDE and frameworks: Rails, Eclipse, .NET, Code::Blocks Experience with image-editing software: Photoshop, Illustrator Experience with 3D modelling: blender, Maya Experience with video editing: Sony Vegas, After Effects Experience with video game development: Unity Experience with embedded: Arduino, Raspberry Pi, ESP Experience with OS: Windows, Linux
Projects	<p>Car with autonomous turning mechanism – Project for HackTues2 Hackathon, 2017</p> <p>Modified toy car with added microcontroller and sensors, allowing it to precisely maneuver in a one-way maze without human interaction.</p> <ul style="list-style-type: none">Created in 3 days by a team of three <p>School management system with RFID cards – Project for HackTues3 Hackathon, 2018</p> <p>Created the front-end for the accompanying web application, displaying various information in a clean user interface.</p> <ul style="list-style-type: none">Created in 3 days by a team of fourWon the “Best project” award by Experian at the “TUES Fest” eventWon third place in the national trademark competition under the name of “Access Wolf” <p>“Axyno” - VR application for drawing 3D mathematical diagrams – Thesis work, 2019</p> <p>Smartphone application for dealing with mathematical tasks, which include stereometry</p> <ul style="list-style-type: none">Created in 3 months using Unity

- Won the “Best project” award by Droxic at the “TUES Fest” event

Internship in Black Sea Games, 2018

Participated in the creation of a pirate-themed action game, consisting of battles between ships while dodging various natural disasters.

- Worked mainly on the user interface and interactions as well as the overall game and level design. With additional work done on the main game logic and mechanics
- Created in 2 weeks by a team of four.

Amazon Alexa powered toaster – Project for the “Embedded Microcomputer Systems Programming” class, 2018

Remote controlling a toaster appliance via Wi-Fi and Alexa Voice Service SDK powered Raspberry Pi

- Created in 5 days
- Full toaster control over the Wi-Fi network
- Integrated Amazon Alexa

“Enter” – a typing-based video game, 2016

A game, created with a main focus towards its visual style, with typing mechanics.

- Created in 48 hours for the competition
- Won 2nd place in the BadBoxArt GameJam

“Papers, please VR” – Project for the “Programming Technology” class, 2018

A Virtual Reality remake of the “Papers, please” game, using a graphical tablet for the interactions.

- Created in 3 months, which included a website and a trailer video
- The game was used to represent the school at several events, including the children’s opening of the Bulgarian Presidency of the Council of EU and the 30th year anniversary of the ELSYS school

Wrench’s Mask – Project for the “Computer architectures” class, 2018

A face mask with two LED matrices in front of the eyes. Several sensors from the inside manage to detect the facial expression of the person and based on it a corresponding symbol is displayed on the matrices.

- Created in 4 months by a team of two.

Two stylized arcade-based asteroid shooter video games, 2018

The games have the same mechanics but differ with their visual styling

- Created in 1 week.
- Both won Ubisoft’s “Best game” award during their game development course

	<p>Pizza Sales Obliterationator 3000 – Introduction Project at the Fontys University ICT profile, 2019</p> <p>Pizza shop management system consisting of two applications, web server and a database.</p> <ul style="list-style-type: none"> Created in 3 months.
Education	<p>81 Secondary Comprehensive School “Viktor Hugo” (Profile: Mathematics) – Sofia, Bulgaria 2007 - 2014</p> <p>Technological School “Electronic systems”, associated with Technical University (Profile: System Programming) – Sofia, Bulgaria 2015 - 2019 Participated in 2 hackathons; Took place in several additional courses, including Programming Algorithms and Game Development.</p> <p>Fontys University of Applied Sciences (Profile: ICT & Technology) – Eindhoven, The Netherlands 2019 – Now</p>
Certificates & Awards	<ul style="list-style-type: none"> Certificate of Professional Qualification (Third degree in the profession of System Programmer) IELTS Academic 7.5 (Listening - 7.5, Reading - 9.0, Writing - 7.0, Speaking - 6.5) Cambridge Academy English Certificate Stage 5 (Reading-A; Writing-B; Listening-A; Speaking-A; Grammar-B; Use of English-A)
Interests	Game Development, Embedded projects, Arts, Technology, Digital Art
Languages	Bulgarian English
Other Activities	Skiing Karate 7 Kyū (including Nunchaku I Grade) Drawing