

RADOSLAV CHOBANOV

Software Developer

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PROFILE

As an experienced game developer, I possess a strong passion for creating captivating gaming experiences. My diverse skill set, coupled with a bachelor's degree from a technical university, enables me to deliver innovative and impactful projects. Beyond my professional pursuits, I find joy in exploring the Earth and contributing to endeavors that positively impact people's lives.

CORE SKILLS

- Unity3D, Godot
- C#, C++, Python, Java, SQL
- Git, Jira, Firebase, ChatGPT, GIMP

EDUCATION

Bachelor of Engineering in Information Technology <i>Technical University Of Sofia</i>	09/2016 – 07/2020 Sofia, Bulgaria
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COURSES

Telerik School Academy <i>Telerik</i>	10/2014 – 06/2015 Sofia, Bulgaria
C++ Fundamentals <i>Softuni</i>	11/2018 – 04/2019 Sofia, Bulgaria
Math Concepts for Developers <i>Softuni</i>	03/2023 – 06/2023 Sofia, Bulgaria
Programming Basics with Python <i>Softuni</i>	04/2023 – 06/2023 Sofia, Bulgaria
Data Science <i>Softuni</i>	06/2023 – present Sofia, Bulgaria

PROFESSIONAL EXPERIENCE

Java Developer (Internship) <i>Versus Solutions</i> Developing and maintenancing ERP systems	01/2020 – 07/2020 Sofia, Bulgaria
Game Developer <i>JPL Sofia</i> Creating Slot machine games	12/2020 – 11/2021 Sofia, Bulgaria
Unity Developer <i>Tritan Technology</i> Developing arcade and strategy games for WebGL and Android platforms	04/2022 – present Sofia, Bulgaria