

Alexander Popov

Unity Developer

DETAILS

Sofia, Bulgaria

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LINKS

[Linkedin](#)

[Github](#)

[Stack Overflow](#)

SKILLS

Game Development

Unity

Game Design

Project Management

HOBBIES

Mathematics

Physics

Guitar

Weightlifting

Profile

I'm a software developer with experience in mobile, desktop and VR games. I'm mainly interested in game development, computer graphics and physics.

Employment history

Unity Developer, Zero Fun, Sofia

August 2018 – September 2021

Worked on [Copperbell](#) (PC/Nintendo Switch platformer) and [Antiprism](#) (VR shooter for SteamVR and Oculus Quest 2). I was responsible for the team and product management, programming and design of the games.

Used: Unity, C#

Unity Developer, Big Moustache Games, Sofia

January 2017 – August 2018

Worked as a principal developer on [Grimmwood](#) (PC MMO).

Used: Unity, C#

iOS Developer, Virtual Affairs, Sofia

April 2016 – December 2016

Worked as a developer on the iOS [Knab application client](#).

Used: Swift

Game Developer, Imperia Online, Sofia

April 2010 – December 2016

Developed software for multiple platforms. Mainly worked on mobile (iOS) and desktop small-to-medium-scale agile managed projects. Acquired broad experience in different aspects of game development (graphics, AI, netcode, gameplay, sound, UI).

Used: Objective-C, Swift, Unity, C#

iOS Developer, Unisoft Engineering, Sofia

October 2009 – February 2010

Developed a few utility applications for the iPhone.

Used: Objective-C

Software Developer, Mellon Bulgaria, Sofia

June 2008 – October 2009

Developed system software for POS terminals.

Used: C/C++

3D Artist, Architectural studio Perfekt, Sofia

September 2005 – June 2008

Took part in modeling, texturing and postprocessing images of interior and exterior projects according to architect designs.

Used: 3dsmax, V-Ray, Photoshop, AutoCAD

Education

Sofia University “St. Kliment Ohridski”, Sofia

2006 – 2008

Studied informatics, discontinued.

High school PMG “Akad.N. Obreshkov”, Burgas

2001 – 2006