TEODOR BOYANOV
Professional biography

Tremendously experienced gamer, with knowledge of programming and game development, inspired to become a professional voice actor, all in the name of games and gaming. I have a total sum of "infinite" hours playing one of the most renounced AAA titles such as "Prince of Persia", dating back from the first arcade game to the last installment "The forgotten sands ", with my personal favourite being "Warrior Within", which marked the start of my love for games and the death of my first computer, as well as double that amount of time, spent in Blizzard's World of Warcraft. As far as voice acting goes, my experience with it comes from my former job encounters, my work with the sound engineer, basic knowledge in Reaper and FMOD Studio's API and a small reel folder with lines that were either made out of passion for my hobby of doing voice acting or for other interviews and job applications. Acknowledged by the world renounced Andrea Toyias, in a tweet from her saying "You sound amazing!!!! Well done! Best orc ever! xx" , after listening to my take on doing an orcish voice. With all of that combined, I think I am going to be a valuable asset to the company, bringing my past and current knowledge with me and my spirit for learning new things.

SKILLS

- Application debugging
- Detail oriented
- Written communication
- Program development
- Time managment
- Troubleshooting techniques
- Logic planning
- Task prioritization

CONTACT INFO

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EXPERIENCE

Game developer/ Programmer
Repulse, Plovdiv, Bulgaria, January 2020 – February 2021

- Performed or directed revision, repair or expansion of existing programs to increase operating efficiency or adapt to new requirements.

- Corrected errors by making appropriate changes and rechecking programs.

- Verified program functionality and spotted errors with tests and trial runs.

- Incorporated symbolic logic and subject matter expertise into designs matching computer capabilities.

- Consulted with managerial, engineering, and technical personnel to clarify program intent, identify problems, and suggest changes.

- Clarified and optimized programs in close consultation with managerial, engineering and technical personnel.

EDUCATION

To graduate with a Bachelors degree in software engineering at:
Plovdiv University "Paisii Hilendarski" , Plovdiv, Bulgaria July 2022