Victor Vasilev

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WORK EXPERIENCE

Climax Studios *Remote, UK*
Senior Gameplay Programmer *2024-2025*

- Configured and optimized an Unreal Engine 5 project to successfully build and run on PlayStation 4, addressing platform-specific challenges.
- Implemented and iterated gameplay systems using C++ and Blueprints within Unreal Engine 5.

Client: Xbox Game Studios, Asobo Studio

- Contributed to developing the Microsoft Flight Simulator 2024 gameplay systems.
- Implemented a real-time leaderboard system to track and display player rankings.
- Identified, diagnosed, and resolved critical gameplay system bugs, leading to a significant improvement in game stability and overall user experience.
- Assisted team members, providing clear guidance for solving their issues and improving overall development efficiency.
- Developed and refined UI components to improve user experience and visual consistency.

The Forge Interactive Inc. (formerly Confetti FX) *Remote, USA*
Software Engineer & Graphics Programmer *2021-2023*

Client: Meta (formerly Facebook)

- Led the development of VR movement samples using Quest Pro in Unreal Engine 4/5.
- Developed algorithms for realistic VR character body movement, ensuring correct posture across various environments.
- Optimized graphics, boosting FPS by up to 300% in Metahuman and UE5 Mannequin samples.
- Utilized C++ and Blueprints across all Meta projects.

Client: Riot Games, Hypixel Studios

- Contributed to Hytale Engine development in C++ for one year.
- Worked on data-driven architecture, console tools, and MacOS/iOS integration, supporting lower-end devices.
- Implemented graphics optimizations, boosting performance by over 200%.

The Forge API

- Resolved The Forge Shading Language issues, enhancing cross-platform compatibility with Python, MSL, HLSL, GLSL, Metal, and DirectX 12.
- Developed tools for uniform project handling, optimized data compression, enabled C++ hot reloading, and minimized GPU draw calls to improve Android performance.

ENTREPRENEURIAL EXPERIENCE

VIKTOR VASILEV 98 *Varna, Bulgaria*
Founder *2022-Present*

- Provide personalized development services to external clients through my company.
- More about the projects can be found on my Website Resume.

EDUCATION

Breda University of Applied Science **Breda, Netherlands**
Bachelor of Science in Game Development