VICTOR VASILEV
GAME DEVELOPER
C++ Software Engineer

CONTACT

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in LinkedIn

ABOUT ME

Experienced Game developer with over 6 years of expertise in C++ game programming. Skilled in collaborative work with programmers, designers, and artists. Proficient with technical skills involving multiple areas such as Engine development, Graphics programming, Physics, VR, UI, AI, and more.

EDUCATION

Bachelor of Science Game Development
Breda University
2018 - 2022
Breda, Netherlands

SKILLS

- C++
- Python
- Git/Perforce
- Multiplatform Development
- OpenGL/HLSL/MSL/PSSL/FSL
- Unity
- Unreal Engine
- VR
- FASTBuild
- FLECS
- CI/CD
- JavaScript
- HTML/CSS

PROFESSIONAL EXPERIENCE

Software Engineer

The Forge Interactive
CA, Remote

2022 - 2023

Hytale Engine for Hypixel

- Contributed within a skilled team of Software Engineers to create a multithreaded, multiplatform game engine with network capabilities, all in C++ from scratch.
- Specialized in data-driven architecture, console tools, and integration for MacOS and iOS with support for lower-end devices.
- Focused on developing debugging tools, implementing rendering features, and more.
- Collaborated on a weekly basis for approximately a year with the Hypixel team to develop customized tools and features.

Meta Movement Samples

- Worked on VR projects with Quest Pro using Unity, UE4, and UE5 to develop movement samples for *Meta*.
- Focused on implementing physical to virtual body movement.
- Cooperated on a weekly basis for several months with Meta to discuss updates and add requested features.

Internship as a Graphics Programmer

The Forge Interactive
CA, Remote

2021 - 2022

- Researched and developed complex algorithms for The Forge API to optimize game performance on Android. The algorithms required extensive use of SSE2/AVX2/AVX512 intrinsics and additional support for lower-end devices.
- Developed a way to display device input within The Forge API. Added flexible way for finger input for iOS and Android.

PROJECTS

Last Resort <steam link>
Online CO-OP shooter game in UE4. Worked on adding weapon upgrades, flexible UI for weapons, fixing gameplay and bugs.

WarFair <itch.io link>
Turn-based strategy game in Unity. Worked on AI (FSM and pathfinding, and cone vision to tiles), graphics, and gameplay.

SAD Engine
C++ game engine for WarFair. Engaged as a Graphics Programmer, implementing deferred rendering, particles, shadows, all in DirectX12.

Trash Turf <itch.io link>
Action based game in UE4. Participated as a Lead Programmer. Worked on gameplay, physics, UI, audio, graphics, and more.