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# Valentin Georgiev

## Game Programmer

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http://valentingeorgiev.com/ 

I am a game programmer from Bulgaria. I am passionate about making games and I welcome any new experiences and opportunities, which help me further develop myself.

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## Skills

- Computer Languages – proficient in C#, C++ and UE4 C++; familiar with Java, Python, TypeScript, JavaScript, HTML, CSS.
- Engines – substantial experience with Unity and Unreal Engine 4.
- Tools – Version Control (SVN, Git, Perforce), Docker, MySQL, RESTful API.
- Strong teamwork and communication skills.
- Experienced in working in large teams.
- Spoken Languages – Bulgarian (native) and English (proficient).

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## Experience

09.2017 – 02.2018

### Programmer / Cradle

I mostly worked on a data analytics service, which aims to help game developers and researchers in gathering meaningful data from their projects. I worked on developing part of the back-end server-side, as well as some of the front-end web portal. Other projects I worked on for the company include a VR Commercial for the Gear VR, an Oculus VR port of another title and another project, which is the 3D visualization of a marine spatial planner.

09.2016 – 07.2017

### Gameplay Programmer / NHTV Project – Bolt Storm

An action-oriented dungeon crawler with an RTS twist of controlling an army. My work on the project includes the Saving System, Loot Distribution, User Experience and various other things. Won a Dutch Game Award for “Best Student Technical Achievement”.

04.2016 – 07.2016

### AI Programmer / NHTV Project - Airport Simulation

A simulation of crowd behaviour at an airport. My focus on the project was the implementation of the GoalOriented Action Planner. Won an award for best programming & technical implementation.

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## **Education**

2009 - 2014

**High School Education / School of Foreign Languages  
“Cesar Vallejo”**

2014 - PRESENT

**International Game Architecture & Design / NHTV  
University of Applied Sciences**