

# Radoslav Nikolaev

Game Developer / Technical Artist

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## EXPERIENCE

### Freelance, Remote — *Game Developer | Unity Engine*

OCT 2019 - PRESENT

- Engaged full-time, as a software engineer contractor for over a year at a mid-sized game studio.
- Contributed to several successfully shipped projects and many more small scope tasks
- Created extensive Unity SDK Usability Feedback Case Study for PubNub Inc.
- Conducted online consultations, offering expertise in Unity Engine and the game development process in general.
- Maintained a project after it's release on Steam including bugfixes, small features, upgrading the Unity version, and integrating additional 3rd party API
- Thanks to my background in art and extensive pipeline knowledge I often acted as a bridge between the art and programming teams.

### Freelance, Remote — *Technical Artist | Unity Engine*

MAY 2015 - SEP 2018

- Integrated various art assets (3D models, textures, animations, etc.) into Unity.
- Scouting and integrating 3rd party assets from Unity Asset Store
- Created 30+ levels in a fictional city, composed from props and modular street tiles directly in Unity3D

### Freelance, Remote — *2D/3D Artist*

JAN 2014 - FEB 2015

- Created 3D assets from scratch (mesh, textures, animation ) to be integrated into different game engines.
- Customized, improved and optimized stock 3d models.
- Created 2D assets like UI elements, app icons and screenshots, to be used in games and for promotional purposes
- Crafted concept designs for vehicle units and buildings for different Sci-fi themed games

### Various companies, Bulgaria — *Architect / Interior Designer / 3D Visualization Expert*

FEB 2007 - FEB 2014

After finishing my degree in architecture I worked in interior design for a while. However, I always had a passion for programming, and as I built up my skills in 3D Visualization this allowed me to take up side gigs and learn in the gaming industry, I finally decided to quit Interior Design and pursue a career in game development..

## SKILLS / TOOLS

### UNITY ENGINE

- UGUI
- InputSystem (new)
- URP/HDRP
- Mecanim
- DOTween
- DOTs/ECS
- Websockets (client side)
- RESTApi (client side)

### PROGRAMMING

- C#
- TypeScript
- JavaScript
- JSON, YAML, XML

### ART & DESIGN

- Adobe Creative Suite
- 3D Studio Max
- Substance Painter

### VERSION CONTROL

- Git | GitHub | GitLab
- SVN
- SourceTree

### OTHER TOOLS

- Jira | Confluence
- Trello
- Asana
- Postman

## EDUCATION

### University of Architecture, Civil Engineering and Geodesy, Sofia, Bulgaria — *M.S. Architecture*

SEPTEMBER 2003 - MAY 2009

## RECENT PROJECTS

### Castle of Blackwater, Netherlands — *Game Developer*

The project is a top-down multiplayer web3 game involving NFT tokens

APR 2023 - MAY 2023

- Implemented several minigames that will be integrated in the end product scheduled for release on Steam
- Added animation controllers in the MainMenu UI
- Actively contributed in the brainstorming sessions dedicated to streamlining the gameplay and the UI/UX Design .

### Black Halo Games, United Kingdom — *Game Developer*

The project is an isometric 2.5D SIMS/RPG-like game planned to release initially on Steam and later for Android and iOS on GooglePlay and App Store.

JUNE 2022 - NOV 2022

- Implemented new game mechanics based on GDD
- Implemented Editor tool to speed up level design process
- Integrated the new and improved UI Design (uGUI layout and model integration)
- Proposed and designed transition to MVC pattern for the UI
- Reviewed and refactored some game systems slowing down the development process leading to great improvements in the maintainability of the project

### Appniss Ltd., Israel/Ukraine — *Game Developer*

I was able to fit in very well in this medium sized company. Unfortunately, the project was later canceled due to the force majeure events in Ukraine.

JULY 2021 - JUNE 2022

- Implemented custom audio subsystem to be used in game
- Contributed to implementation and integration of in-house development tools, to simplify the workflow for non-technical team members.
- Implemented a number of microservices and features from scratch incl. UI notifications, playing cards animator, user input handling replacement etc.
- Refactored client data structures to improve the communication between the client and the web backend\
- Designed and implemented generic UI components and widgets, including buttons, li
- Collaborated with the UI/UX Designer and the 2D Animator to integrate several iterations of changing UI designs
- Extended the WebRequest service to support the backend data model

## LANGUAGES

Bulgarian (Native),

English (Fluent),

Russian (Conversational)