

Hristoz Stefanov

Game Developer

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Summary

Professional games programmer with broad competencies in all areas of game development and software engineering. A creative individual with a mindset for critical thinking and long-running passion for making games. Highly competent in graphics but well versed in all areas of code. Effective team player who thrives on the daily interactions of a good team.

Experience

Game Developer, West Coast Software, *Aberystwyth* May'16 – present

- Developing a multi-platform racing game for iOS, Android, Steam
- Working in a small production team of programmers, artists and a game designer
- Fulfilling a diverse set of roles on a daily basis, ranging from programming, to technical art, to game design and management.
- Created shaders, effects, lightmaps and animations; aided the art team in integrating their work and created supporting tools
- Integrated new services (incl. asset bundles, login and cloud sync)
- Implemented various gameplay, user interface and system features and tools (including Unity Editor programming)
- Optimised performance, memory footprint and build size, successfully porting the game to mobile platforms.
- Worked on a PS4 VR demo in Unity using PS4 move controllers

Independent game projects, part-time, *Aberystwyth* Jun'13 – May'16

- Worked on a number of individual and team projects
- Participated in various jams, creating complete games from scratch in tight deadlines; contributed with code, design, art and sound
- Achieved 1st place at [“Games Wales GameJam #2”](#) in a team of 3; and 18th at [“Indies vs PewDiePie”](#) organizing and leading a team of 10
- Successfully took the latter game through SteamGreenlight in 36 days

Game Developer, Feral Interactive, *London* Jun'11 – Aug'12

- Aided the porting of ten AAA PC titles to Mac
- Integrated diverse large scale C and C++ game projects with Feral's own and third party libraries
- Implemented new game features (incl. an iCloud save sync system); also worked on internal build and deployment tools
- Main duties involved fixing bugs and optimizing performance on Mac
- Worked alone and in 2-5 man groups in a dynamic environment, often switching between parallel projects

Skills

C# ★★★★★☆
C++ ★★★★★☆
C ★★★★★☆
Lua ★★★★★☆
Java ★★★★★☆
Unity ★★★★★☆
OpenGL ★★★★★☆
DirectX ★★★★★☆

GLSL • CG • SDL • PBR •
VR • iOS • Android •
Windows • Mac OSX •
Linux • PS4 • AWS • Git •
SVN • MSVS • XCode •
UML • TDD • SCRUM •
XP • RAD • OGRE •
LÖVE • Blender • GIMP •
GameMaker

Interests

I make games for fun. Even when I'm not working on some grand project I like to experiment with ideas. Often participate in game jams. Other interests include board and card games – I'm a member of “London on Board” and “Aber CardSoc”, and also a veteran Yu-Gi-Oh! player; photography, drawing and editing; anime and video games.

Education

Aberystwyth University

Sep'09 – Jun'13

BSc (Hons) in Computer Science: Graphics, Vision and Games (2:1)

- Studied core programming skills, data structures and algorithms, software design, project management
- Specialized in graphics, computer vision, advanced maths and AI
- Developed a 3D real-time volume rendering engine in C++/GLSL

Ivan Vazov, High School of Mathematics and Science, *Dimitrovgrad*

Sep'05–Jun'09

GCSE equivalent (avg. grade 92.33%)

- A-Level equivalents include Computer Science, IT, Mathematics, Physics, English
- Frequent participation in Informatics and Information Technology competitions
- Developed a DOS VGA Breakout game in Turbo Pascal for a competition

Projects

Rees Rally Racers, West Coast (team of 5-9), active

May'16 – present

A 3D racing game for iOS, Android and Steam, currently in development. Contributions to various parts of the project, including a range of major features related to porting the game to iOS and Android.

site: <http://rallyracers.net/>

source: N/A

Winning Streak, Roaring Snail (team of 7-10), on-hold

Nov'14 – May'15

A 3D arcade style game made in Unity/C# by a team of 10. Initiated, designed and implemented most of the project, collaborated with an art director, 2D and 3D artists, voice actors and another developer.

site: <http://hristoz.com/portfolio/winning-streak/>

source: <https://github.com/SuperIzzo/Winning-Streak>

Weaggles: World War, individual, on-hold

Sep'14 – May'16

A simple physics based 3D shooter with tanks created in Unity/C#. Almost all assets were created or generated from scratch.

site: <http://hristoz.com/portfolio/weaggles-world-war/>

source: <https://bitbucket.org/SuperIzzo/weaggles-world-war>

Battle Dyzx, individual, on-hold

May'13 – Apr'14

A 2.5D physics based fighting game with spinning tops created in LÖVE/Lua.

site: <http://hristoz.com/portfolio/battle-dyzx/>

source: <https://bitbucket.org/SuperIzzo/battle-dyzx-prototype>

3D Volume Rendering Engine, individual, deprecated

Sep'12 – May'13

A volume rendering engine capable of visualising solid object using hardware acceleration. The project was developed in OpenGL/C++ and served as my dissertation.

site: <http://hristoz.com/portfolio/3d-volume-rendering-engine>

source: <https://github.com/SuperIzzo/Vroom3D>

References

Available on request.