

TSVETAN GADZHEV

TECHNICAL GAME DESIGNER

CONTACT

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🌐 www.tsvetangadzhev.com

📍 Breda, Netherlands

EDUCATION

Bachelor of Science

Breda University

2018-2022

Graduated as a Game Designer after 4 years of education.

SKILLS

Technical Design

Presenting and Communication

Content Design

Documentation

Proficiency in both English and German.

Experience working in multidisciplinary and multicultural environments.

SOFTWARE SKILLS

Unreal Engine / Unity

Jira / Trello

Perforce / GitHub

PROFILE

A graduate of Breda University of Applied Sciences (formerly known as NHTV). I am a passionate technical game designer who loves creating experiences for players to enjoy and have fun playing. My core passion lies in creating those experiences in a professional multidisciplinary environment as well as on my own, as I am developing games in my free time to further improve myself in my field. I am a self-sufficient and cooperative teammate who isn't scared of trying new things and makes the workplace fun while making the best games possible.

WORK EXPERIENCE

Infinity Interactive - Technical Game Designer

Sept 2021-Present

- Helped complete and release 4 educational VR experiences for different clients in Unreal Engine 4.
- Working on an Unannounced Project in Unreal Engine 5, handling things like AI, Player Mechanics, Core loop. Level Design, Enemy Design.

Til Nord - Technical Game Designer

Sept 2020 - July 2021

- Designed and Implemented all Missions, worked on the Vehicle and the Open World Exploration and Onboarding.

Uber Eats - Delivery Driver

Jan 2020 - August 2021

- Deliver Food on Bike.
- Navigate the city of Breda.

McDonalds - Kitchen Staff

Sept 2019 - Jan 2020

- Food organization and kitchen maintenance in stressful situations.
- Communication with staff and clients in multiple languages.