Tsvetan Gadzhev

Technical Designer

Contact

Breda, Netherlands

tsvetangadjev@gmail.com

www.tsvetangadzhev.com

Skills

- Product design
- AI design
- System design
- Combat design
- Programming
- Team leadership
- Project management
- Rapid prototyping

Languages

- English
- German
- Bulgarian

Professional Summary

I am a versatile technical designer with 6 years of experience developing games and simulations in Unreal Engine 4 and 5 for multiple platforms, such as PC, Mobile, and VR. During my professional experience, I have proven to be a reliable and valuable member of any team, honing skills like team leadership, advanced design, and programming.

My work, such as crafting engaging systems and AIs, was praised by industry leaders, showcasing adept UX understanding and excellent quality of product. I have also demonstrated independence and leadership by developing multiple successful educational projects on my own. I am actively using these skills to run my own business by developing a full game title entirely by myself.

Experience

Medior Technical Designer
Aug 2022 – Present, Infinity Interactive

- Leading a team of 5 to develop all enemy AI and behavior trees.
- Designing core features for a multiplayer co-op title.
- Developed systems that received high praise from Sony and Meta executives.
- Supervised and educated multiple interns during their stay at the company.

Founder
Sept 2022 – Present, Zozonias

- Creating a game all by myself, handling every aspect of development.
- Promoting said game by producing online video content.
- Managing an audience of thousands, leading up to the release.

Intern Technical Designer
Sept 2021 - July 2022, Infinity Labs

- Designed and programmed a VR experience for the Dutch military independently.
- Designed VR simulations for Tesla and Ahold.
- Co-designed the initial concept for the company's upcoming VR title.

Education

BSc, Game Architecture and Design
Sept 2018 - July 2022, Breda University

- I worked on and released 4 game titles on 3 different platforms, one of which ended up being very successful on Steam and was nominated for student game of the year.