Nikola Grigorov

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Work Experience

LiquidIceStudio
Junior Unity3D Developer

Den Haag, NL
2023

- *Implemented a robust clan system to allow players to group for hard content.*
- *Implemented in-game mailing system that allows players to communicate with each other and receive game updates.*
- *Implemented a localization system for seamless language switching of all in-game text.*

DTT
Game Developer Intern

Amsterdam, NL
2020 – 2021

- *Developed a content generating algorithm of an online browser game written in TypeScript with adjustable parameters to fine-tune to unique solutions*
- *Increased start-up efficiency by half via asynchronous downloading of world scene*
- *Actively developed and contributed to the project*

Accenture
Research Intern

Utrecht, NL
2019 – 2020

- *Conducted a research on an AR mobile implementation for interactive presentations*
- *Designed and performed usability tests to evaluate the implementation*
- *Developed a proof of concept using Vuforia*
- *Demonstrated skills contributed towards my graduation thesis*

EZSupportAR
Intern

Eindhoven, NL
2018

- *Refactored the main product and developed an addon for it in C#*
- *Implemented a UI to allow designers to quickly change the front-end of the product to newer versions*
- *Used AGILE to re-implement quick and important changes to the structure of the main product*
- *Developed a proof-of-concept low latency networking connection between main and the addon to allow immediate changes on the front end on a mobile device*

Personal Experience

Neon Grid Defenders

2023 - Present

- *Solo developing a tower defense style game including in-game assets, scripts, pathing & UI*
- *Roguelike difficulty and map generation*
- *Used profiling and performance API to pinpoint inefficiencies and ensure the game runs as smoothly as possible*
- *Soon to be released on Steam*

Neutron Charge

2019 – 2020

- *Solo developed a mobile arcade game, including game assets, AI behavior and UI*
- *Power progression via currency earned through completing achievements*
- *Released on Google play store as an indie game developer*

Education

Utrecht University, Utrecht
Master of Game and Media Technology
Grade: 8

2023

Fontys University, Eindhoven
Bachelor of Software Engineering & IT
Grade: 8

2020

Technical Skills

Languages	Libraries	Tools	Additional
• C#/C++	• OpenCV	• Visual Studio/VSCode	• Front-end
• Python	• OpenGL	• Git(Hub)/BitBucket	• VBA/Excel
• JavaScript/TypeScript	• Tensorflow	• Blender/Photoshop	• Data visualization
• HTML5/CSS3	• PixiJS/ThreeJS	• Unity3D/Godot	• PLSql/SQL