

IVAYLO IVANOV

Game developer

@ ivaylolivanov95@gmail.com
https://ivaylolivanov.github.io/

0898393214



EXPERIENCE

Unity and C++ developer

Beast Burst Entertainment JSC

02.2022 - 11.2024 Remote

- Working in the dynamic nature of live tests
- Architecture and implementation of several MMORPG core systems
- Porting early version of the game to mobile
- Stabilizing early version of the launcher

Site Reliability Engineer

VMware

10.2021 - 02.2022 Remote

- Triaging and fixing issues in large systems

Unity Game Developer

Freelance

02.2021 - 09.2021 Remote

- Consultant and programmer on 2D arcade game in Unity
- Programmer on a 2D real time strategy
 - Pathfinding, building, gathering and simple combat

Automation Engineer

MM Solutions

11.2018 - 01.2021 Sofia, Bulgaria

- Jenkins pipeline infrastructure from scratch
- Developing tools in Bash, Python and Perl
- Supporting, extending and creating new Jenkins jobs
- Maintaining the project's git repositories

Junior Product Developer

EMIS

11.2017 - 08.2018 Sofia, Bulgaria

- Supporting, extending, creating web crawlers and text formatting scripts

EDUCATION

Bachelor's Degree Computer System Technology

Technical University of Sofia

September 2014 - July 2020 Sofia, Bulgaria

Thesis title: Development of multi-platform layer for communication with OS for 2D game engine

TECH STACK

C# C++ Bash Python Perl HTML
CSS Groovy

Unity Emacs Git Visual Studio
Aseprite Jenkins

Linux MacOS Windows

LANGUAGES

Bulgarian ● ● ● ● ●

English ● ● ● ● ●

German ● ● ● ● ●

Spanish ● ● ● ● ●

PASSIONS

</> Programming

🎵 Dancing

📖 Reading books

🏂 Snowboarding

🎮 Playing games
Favorite games: World of Warcraft, Star-Craft2, Time Splitters: Future Perfect, Age of Empires 2, Stardew Valley

⚙️ Tweaking Emacs

High school diploma

School of natural science and mathematics "Geo Milev"

Sept 2009 - June 2014 Stara Zagora, Bulgaria
Mathematics, Programming and German