IVAYLO IVANOV

Game developer

@ ivaylolivanov95@gmail.com https://ivaylolivanov.github.io/ 0898393214



EXPERIENCE

Unity and C++ developer

Beast Burst Entertainment JSC

- **1** 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

- **1**0.2021 02.2022
- Remote
- Triaging and fixing issues in large systems

Unity Game Developer

Freelance

- **i** 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

- **1**1.2018 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

- **1**1.2017 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

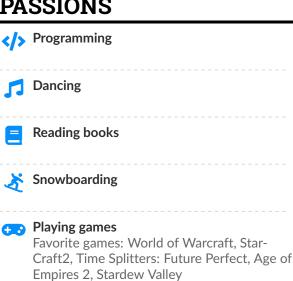
TECH STACK



LANGUAGES

Bulgarian	••••
English	••••
German	••••
Spanish	• • • • •

PASSIONS



High school diploma

Tweaking Emacs

School of natural science and mathematics "Geo Milev"

Mathematics, Programming and German