

## CONTACT

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## ABOUT ME

Experienced Game developer with over 6 years of expertise in C++ game programming. Skilled in collaborative work with programmers, designers, and artists. Proficient with technical skills involving multiple areas such as Engine development, Graphics programming, Physics, VR, UI, AI, and more.

## EDUCATION

### Bachelor of Science Game Development

Breda University  
2018 - 2022  
Breda, Netherlands

## SKILLS

- C++
- Python
- Git/Perforce
- Multiplatform Development
- OpenGL/HLSL/MSL/PSSL/FSL
- Unity
- Unreal Engine
- VR
- FASTBuild
- FLECS
- CI/CD
- JavaScript
- HTML/CSS

# VICTOR VASILEV

GAME DEVELOPER  
C++ Software Engineer

## PROFESSIONAL EXPERIENCE

### Software Engineer

#### The Forge Interactive

CA, Remote

2022 - 2023

#### Hytale Engine for Hypixel

- Contributed within a skilled team of Software Engineers to create a multithreaded, multiplatform game engine with network capabilities, all in C++ from scratch.
- Specialized in data-driven architecture, console tools, and integration for MacOS and iOS with support for lower-end devices.
- Focused on developing debugging tools, implementing rendering features, and more.
- Collaborated on a weekly basis for approximately a year with the Hypixel team to develop customized tools and features.

#### Meta Movement Samples

- Worked on VR projects with Quest Pro using Unity, UE4, and UE5 to develop movement samples for *Meta*.
- Focused on implementing physical to virtual body movement.
- Cooperated on a weekly basis for several months with Meta to discuss updates and add requested features.

### Internship as a Graphics Programmer

#### The Forge Interactive

CA, Remote

2021 - 2022

- Researched and developed complex algorithms for The Forge API to optimize game performance on Android. The algorithms required extensive use of SSE2/AVX2/AVX512 intrinsics and additional support for lower-end devices.
- Developed a way to display device input within The Forge API. Added flexible way for finger input for iOS and Android.

## PROJECTS

#### Last Resort [<steam link>](#)

Online CO-OP shooter game in UE4. Worked on adding weapon upgrades, flexible UI for weapons, fixing gameplay and bugs.

#### WarFair [<itch.io link>](#)

Turn-based strategy game in Unity. Worked on AI (FSM and pathfinding, and cone vision to tiles), graphics, and gameplay.

#### SAD Engine

C++ game engine for WarFair. Engaged as a Graphics Programmer, implementing deferred rendering, particles, shadows, all in DirectX12.

#### Trash Turf [<itch.io link>](#)

Action based game in UE4. Participated as a Lead Programmer. Worked on gameplay, physics, UI, audio, graphics, and more.