



Borislav Dimitrov

Game Designer

CONTACT

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SKILLS

Programming

C++ - Beginner

C# - Beginner

UE4 Blueprints - Intermediate

Unity C# - Beginner

Game Engines

Unreal Engine 4 - 3 years

Unity 5 - 2 years

Lumberyard - 6 months

CryEngine - 6 months

Software

Version Control

- **Perforce & SVN**

Planning & QA

- **Trello, Hack n Plan**
- **Mantis Bug Tracker**

Languages

Bulgarian - Native

English - C1

Spanish - B2

EXPERIENCE



Game Designer

Gameloft / 10.2018 - Present

- Every Update create a concept for new features focused on improving KPI
- UX Design to keep the game's style intact
- UI Mockups for Artists
- Presenting the new content to the team and making sure its design is followed through
- Adding content through in-house tools
- Balancing equipment, units, missions and balancing for features



Game Designer

XS Software / 08.2017 - 10.2018

- Working on concepts for new features focused on improving KPI
- Balancing the economy of the game and observing player behaviour
- UI Mockups for Artists
- Researching Monetization Strategies for implementation in the game
- Creating documentation for junior designers
- Creating presentations for stakeholders and team meetings



Technical Designer - UE4

Button Realms (Client Project) / 09.2016 - 06.2017

- Concept Design
- Scripting Events
- Rapid Prototyping
- VR Research



Design Lead - Unity

Project Dive (Client) / 04.2016 - 07.2016

- Level Design
- Level Integration
- QA
- Documentation

EDUCATION



B.S. - Game Architecture and Design

NHTV Breda University of Applied Sciences / 2014 - 2018