



BOYKO GEORGIEV

GAMEPLAY & TOOLS PROGRAMMER

CONTACT

- +31647907807
- boyko.georgiev03@gmail.com
- [Boyko Georgiev](#)
- [Portfolio](#)

HARD SKILLS

C++ (8 years of experience)

Python (3 years)

C# (1 year of experience)

WPF, XAML

Game Engines:

- Unreal Engine (3 years)

- Unity (1 year)

Other: GitHub, Perforce, Jira, Jenkins, Steamworks,

SOFT SKILLS

- Communication
- Problem Solving
- Teamwork & Collaboration
- Time Management
- Creativity
- Attention to Detail
- Adaptability

EDUCATION

Creative Media and Game Technologies – B. Sc

Breda University of Applied Sciences
2022 – Present

LANGUAGES

English – C1

Bulgarian - Native

PROFESSIONAL OVERVIEW

Student at Breda University of Applied Sciences with a focus on Gameplay and Tools programming. I enjoy creating systems that enhance gameplay experiences and building tools to streamline game development. With a strong foundation in game programming principles, I'm passionate about solving technical challenges and continuously improving my skills. I'm driven to contribute to innovative game projects and help bring creative visions to life.

EXPERIENCE

Umbra Mortis (Unreal Engine) - [link](#)

Sep. 2024 – June 2025

Tools and Gameplay Programmer

- Established QA and Automation Pipelines (Perforce and Jenkins)
- Create Abilities and Effects using the Gameplay Ability System (GAS)
- Online Multiplayer, Replication, Networking, Sessions & Lobbies
- Steam API (Steamworks)

Visual Scripting Tool (Custom Engine) - [link](#)

Dec. 2023 – Jan. 2024

Tools Programmer

- Generate Lua scripts from node-based visual scripts
- Communication between different scripts
- Undo / Redo functionality
- Script Variables, Local Variables, Functions, Events
- Integration with EnTT (ECS - Entity Component System)

River Tale (Unreal Engine, ESP32) - [link](#)

May 2024 – June 2024

Gameplay Programmer / Embedded Programmer

- Behavior Trees – behaviors for the basic enemies and the final boss
- Environment Querry Search (ECS) for enemy spawning
- Program custom controllers (ESP32) and wireless communication between them and the game

2D Tile Editor (Custom Engine) - [link](#)

May 2024

Tools Programmer

- Create, Save, and Load a Tilemap
- Undo / Redo
- Custom Collisions Editor
- Generate a mesh with collisions that can be placed in the level