

Georgi Aleksandrov - Intermediate Programmer

Game Programmer specializing in AI and Gameplay Systems | C# / C++ | Unity & Unreal Engine

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Residence: West Midlands, United Kingdom

Personal Statement:

Intermediate Game Programmer with experience in AI systems, gameplay mechanics, and scalable code architecture. Skilled in Unity, Unreal Engine, C#, and C++, with proven ability to optimize performance and deliver polished player experiences.

Key Skills:

- ✓ C#
- ✓ C++
- ✓ Unity
- ✓ Unreal Engine 5
- ✓ Git (Version Control)
- ✓ Agile Workflow

Work Experience:

Junior/Intermediate Programmer – SD Games (Nottingham, NG1 7FR) - 1.5 years+

Junior (May 2024 - May 2025) -> Intermediate (May 2025 - Current)

- ✓ Designed and developed boss battles using a custom Finite State Machine Behaviour Tree (FSMBT), improving combat variety and challenge balance for players
- ✓ Built the foundational functionality for implementing a Quest System; also designed and created quests end-to-end, increasing development efficiency by 25%
- ✓ Troubleshoot, bug fixed, and optimised systems, reducing in-game crash frequency by 30%
- ✓ Implemented a saving system spanning a multitude of custom and implemented systems, enhancing gameplay consistency and reducing QA testing overhead
- ✓ Applied scalable design patterns (Singleton, Observer, Mediator, Strategy, Facade, Composite), improving code maintainability and long-term project flexibility
- ✓ Incorporated the core pillars of Object-Oriented Programming (OOP) Inheritance, Polymorphism, Encapsulation and Abstraction throughout system design, ensuring reusable and modular architecture
- ✓ Designed levels across multiple production stages, contributing to both gameplay flow and performance improvements
- ✓ Collaborated in cross-disciplinary development environments with designers, artists, and testers, streamlining production workflows
- ✓ Managed project builds and delivery processes, ensuring stability and readiness for release milestones

Warehouse Operative – AAH Pharmaceuticals (Elliot Way, Birmingham, B6 7UG) - 1 Month

- ✓ Used a specialised system to sort and organise different types of important and delicate medicines in the warehouse
- ✓ Communicated and reported to higher-ups, maintaining smooth operations and reducing order delays
- ✓ Worked according to company policy and complied with the Health and Safety at Work Act, ensuring safe working practices

Web Developer – WoW-Zone Web development company (Birmingham) - 6 Months

- ✓ Worked as part of a 20-person team to design and develop business websites for commercial use, delivering client-ready solutions within deadlines
- ✓ Followed schedules, development timeframes and adhered to deadlines
- ✓ Communicated and collaborated with the rest of the team to deliver user-friendly websites, enhancing client satisfaction and usability

Education - Falmouth University (Graduated):

BA(Hons) Game Development: Programming - September 2020 to June 2023

- ✓ Served as Lead Programmer in student-lead projects, assigning tasks, tracking progress, and presenting updates during team meetings.
- ✓ Practiced Agile Workflow, Git Version Control, Unity, C#
- ✓ Designing Creating and Implementing core game play systems and tools for more efficient workflow

Projects:

Project Code-Slicer – (1st) - [Portfolio Link](#)

- ✓ First-Person, Hack and Slash 3D game produced in Unity C# by The Beetroot Brotherhood which is a 3rd-year multidisciplinary University Student Team.

A Star Parkour – 66 (2:1) - [Portfolio Link](#)

- ✓ A Star (A*) AI Pathfinding system that is not only focused on surface pathfinding but also vertical pathfinding and navigation. This project also navigates an AI character through the found path using IK (Inverse Kinematics) for the parkour aspect of the project. Created by Georgi Aleksandrov.

Interspersed – 72.5 (1st) - [Portfolio Link](#)

- ✓ Third Person, FPS, Action-Adventure game produced in Unity C# by The Beetroot Brotherhood who were a 2nd-year multidisciplinary University Student Team.

Flying Enemy Obstacle Avoidance – 66.5 (2:1) - [Portfolio Link](#)

- ✓ Modular Obstacle Avoidance system designed to allow any size of a flying enemy to be able to fly around obstacles without colliding with any of them. The specific enemy that this was designed for could shoot and dive bomb as additional functionality.

Soft Skills & Collaboration:

- ✓ Strong teamwork in cross-disciplinary development environments
- ✓ Effective communicator, bridging technical and creative teams
- ✓ Leadership experience as Lead Programmer on multiple projects
- ✓ Adaptability in high-pressure environments, maintaining focus on deadlines and quality

Additional Information:

Hobbies:

In my free time, I like to research and keep up to date with the new computing technological advances. I also like to play and analyse the functionality of different games. I also try to recreate the functionality from the different games that I have played into a Game Engine of my choice. I am also working on two individual personal game projects. In addition I like to participate in Game Jams and dabble in AI development, procedural generation, and system optimization, server and network management.

Languages:

English (Fluent), Bulgarian (Native)

References:

Available on request