Georgi Aleksandrov

Residence: **Birmingham, United Kingdom**
Website: www.georgialeksandrov.com
Mobile: **07878401548**
Email: georgigaleksandrov00@gmail.com
LinkedIn: www.linkedin.com/in/georgi-aleksandrov-379aab1b8

Personal Statement

I am a Programming graduate with BA(Hons) in Game Development: Programming at Falmouth University. I specialise in General Gameplay Mechanics Programming and AI (Artificial Intelligence) behaviour development.

Key Skills

- C#
- C++
- JavaScript
- Unity
- Git (Version Control)
- Agile Workflow

Projects

Project Code-Slicer – (1st)

- 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)

- 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)

- 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)

- 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.

Survival AI Companion - (2:1)

- A realistic and interactive AI character that accompanies the player and helps the player survive. The character behaviour is made using behaviour trees with tens of modular nodes. The nodes and functionality is designed with Object Oriented Programming (OOP) in mind so it can be re-used for easier behaviour building.

Education History

Falmouth University (Graduated):

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

- Gathered skills and experience working as a Programmer in Student-led Team Projects for 3 years using Agile Workflow and Git Version Control.
- Gathered skills and experience working as a Lead Programmer in a Student-led Team for my second and third university-year projects. Dividing tasks, gathering reported progress, and reporting it back to the whole team on our scheduled team meetings.
- Gathered skills and experience working in Unity using C# for three years of university.
- Gathered skills and experience making a custom controller for a custom driving game in Unity using an Arduino and written in C++

South & City College Birmingham

    Computer Science and Cyber Security – September 2018 to June 2020

Work Experience

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

July 2022 – August 2022

Using a specialised system to sort and organise different types of medicines in the warehouse. Communicating and reporting to higher-ups. Working according to the company policy and compiling with the Health and Safety at Work Act.

Technician – Subway (Birmingham)

February 2018 – June 2018

Working in a small team of 2 people to set up a thermal camera for food safety checks at the front counter. Training staff on how to take and store thermal measurements of all food items.

Web Developer - WoW-Zone Web development company (Birmingham)

October 2015 to February 2016

Working as a part of a 20-person team to design and develop business websites for commercial use. Following schedules, development timeframes and adhering to deadlines as well as communicating and collaborating with the rest of the team.

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.

References

Available on request