# STOYAN STOYANOV
## GAME DESIGNER

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## HARD SKILLS

- Unreal Engine 4/Unity/REDengine 4
- Perforce/Git/SVN
- Confluence/JIRA/TestRail/Gamekit
- Microsoft Office Suite/Excel/GDocs
- Blueprints/C#/JSON
- Maya/Blender/Quixel Suite
- Photoshop/Illustrator/InDesign
- AfterEffects/Premiere/Vegas Pro
- Articy:Draft

## SOFT SKILLS

- Writing game dialogue/content from draft to finished recordings
- Designing and implementing cinematic content as cinematic designer
- Creating Quests/Missions from pitching stage to final shipped level
- Scripting with C#, Blueprints, Visual Scripting, TweakDB
- Familiar with requesting and guiding delivery of all needed 2D/3D assets
- Experience owning content, creating tasks for other departments and reporting directly to Directors
- Professional use of Version Control and Bug Tracking systems
- Solid technical knowledge on inner workings/limitations of Mobile, PC & Consoles
- Training junior members & interns

## EDUCATION

**Abertay University, Dundee [2014-2018]**
BA (Hons)  - Game Design & Production Management

**American College of Sofia [2010-2014]**
Bulgarian + US Diploma – Computing profile with English/German & Physics minor

## PROFESSIONAL EXPERIENCE

### CDPROJEKT RED
**Cyberpunk 2077 [Feb 2019 - Present]**
Specialist Quest Designer
- Creating the storyline on a detailed level
- Designing quests and implementing them using a proprietary toolset
- Planning assets required for quest creation
- Cooperating with other departments
- Integrating delivered assets (gmpl. elements, locations, characters, dialogue etc.) into a seamless experience
- Maintaining quest quality by coordinating departments and distributing & fixing reported bugs
- Creating and maintaining design documentation

### OUTPLAY ENTERTAINMENT
**Castle Creeps Battle [Nov 2017 - Feb 2019]**
Realtime PvP Arena Battler
Design Apprentice/QA Engineer
- Reactive Enemy AI System design
- Data analysis and gameplay fine-tuning
- Creation and maintenance of documentation
- Competitor analysys and design of new features

**Castle Creeps TD [May 2017 - Nov 2017]**
Tower Defence Strategy
Design Apprentice/QA Engineer
- Design, implementation and balancing of late game content using in-house editor

- Writing dialogue/flavour text

### EIGHT PIXELS SQUARE
**Sniper Strike: Mobile Ops [Mar 2018 - Jul 2018]**
Cinematic 3D FPS with PvP duels
External Design Input
- Design feedback for UX and gameplay balancing

- PvP Duel system fine tuning

### JUNKFISH  **Attack of the Earthlings [Jan-Mar 2017]**
External QA/Design Input
- External design feedback for difficulty tuning, level design and narrative flow
- Combat mechanics improvement suggestions

References available on request.