Ivan Genchev

C#/Unity Developer

I am a game developer with expertise in Unity and C#. I have been working with the engine since Unity 2017. I've successfully undertaken numerous professional and personal projects. I am very passionate about game design, but also enjoy working on real-life applications.ms. I am well-versed in Agile and Scrum methodologies. I enjoy tackling gameplay, systems, and architectural challenges.

I crafted and teach a beginner Unity gaming course tailored for CMGT applicants at Dutch universities, emphasizing motivation and problem-solving skills, besides making and finishing the game. Back in the day and outside of the IT industry I've managed a team of 20-40 people for over a decade, honing organizational, communication, and mentoring skills.

Contact

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Portfolio
www.ivangenchev.com

Education

2017 - 2021
Unity Game Engine
Self study

2008 - 2012
Bachelor's degree, Marketing
New Bulgarian University

Expertise

- C#
- Unity
- ASP.NET
- SQL & Database design
- Godot Engine
- VCS systems
- Agile methodologies

Language

Bulgarian (native)

English (proficient)

Russian (beginner)

Experience

June 2022 - Present
Elfshock, Sofia, Bulgaria

C# / Unity Developer

Working as a C# Unity developer for various outsourced and in-house projects. The most notable project I have worked on in the company was an outsourced real-world platform for the Healthcare industry in the United States called TRAZER. As part of the Unity Development team I was tasked to work on the body tracking application. Later becoming the lead Unity developer out of 4 developers and was assigned different core features like implementing the new UI/UX of the app, Offline mode, Localization, Remote Control on the TV, Creating Body tracking games and many more. Beside this project i have work on a couple of in-house game projects mainly with Unity, but with the Godot Engine as well.

May 2021 - Present
UNIFY - Study in Holland, Sofia, Bulgaria - part time

C# / Unity Instructor

Designed, Developed & Teaching a Unity Course, specifically targeted at applicants for the Dutch Game Schools, where students have to apply by making a game & portfolio according to specific requirements.

2017 - 2022
Self employed, personal projects

C# / Unity Developer

► Excellent knowledge of the Unity interface and components
► Experience in developing for different platforms
► Advanced C# programming skills
► Familiar and interested in working with Design patterns as well as Design Principles like SOLID, DRY, YAGNI etc.
► Experience in working with version control, as well as Workflow like Agile & Scrum