



Ivan Genchev

Game Developer

I am a game developer specializing in Unity (C#) since 2017. In addition I also have professional experience with Cocos (TypeScript) and Godot. I've successfully undertaken numerous professional and personal projects. I am very passionate about game design, but also enjoy working on real-life applications. I enjoy tackling gameplay, systems, and architectural challenges. Well-versed in developer workflows and tools—including Agile/Scrum methodologies, version control systems, and DevOps practices.

Contact

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Portfolio

www.ivangenchev.com

Education

2017 - 2019

Unity Game Engine

Self study

2008 - 2012

Bachelor's degree, Marketing

New Bulgarian University

Expertise

- Unity (C#)
- .NET (C#)
- Cocos2d (TypeScript)
- Godot Engine
- SQL & database design
- Version Control Systems
- Agile methodologies

Language

Bulgarian (native)

English (proficient)

Russian (beginner)

GameDev Experience

Jan 2026 - Present

EGT Digital, Sofia, Bulgaria

Senior Game Developer

Developing web and mobile casino games (slots, scratch cards) using Cocos (TypeScript). Designing and implementing the core architecture for the internal game framework to ensure scalable and efficient production. Handling end-to-end development, from building core game logic and responsive UIs to collaborating closely with design and backend teams.

July 2024 - Dec 2025

Anakatech, Sofia, Bulgaria

Senior Game Developer

Game Development Team Lead

Worked on web and mobile casino games using Cocos (TypeScript), developing slot, scratch, and other titles. Responsible for end-to-end development: building core game logic and creating responsive UIs while working closely with design and backend teams. Promoted to Team Lead, guiding the team while continuing to improve and maintain reusable game templates and tools that streamlined production.

January 2022 - June 2024

Elfshock, Sofia, Bulgaria

C# / Unity Developer

Worked as C#/Unity Developer on diverse outsourcing projects. My most notable work was on TRAZER — a US healthcare body-tracking platform and Sugar Match — a real-time multiplayer Web3 mobile game. As lead Unity Developer on those projects, I further boosted my architectural skills, defining scalable architectures, driving core features from concept to release, and working closely with design and backend teams. I also helped deliver multiple in-house game projects using mainly Unity, but Godot as well.

May 2021 - June 2024

UNIFY - Study in Holland, Sofia, Bulgaria - part time

C# / Unity Instructor

Designed, developed and taught a Unity course for Dutch game school applicants, covering full game and portfolio creation. Explaining core C# and Unity concepts sharpened my expertise and improved my mentoring and technical problem-solving.

2017 - 2021

Self employed, personal projects

C# / Unity Developer

Honed C# and Unity skills through diverse personal projects and rapid-prototyping workflows. Collaborated on independent efforts to architect modular systems and develop strong problem-solving capabilities.