

Georgi Simov

About

Communication is one of my strong sides. Seeking and addressing feedback is an integral part of my iterative process. I also make sure to share my ideas often and keep an open mind about new features.

In Breda University of Applied Sciences I learned about the fundamentals of game development and specifically game and level design. In my free time during my 3 years there, I did a lot of personal projects, some modding, game jams and freelance design work, which helped me become more autonomous.

Over 3 years of professional experience in Splash Damage has taught me a lot about designing levels, missions, prototyping features, making tools, cross-discipline dependencies, scope and good documentation practices.

Contact

georgissimov@gmail.com

+44 7496829313

www.georgisimov.com

London, UK

Experience

Level Designer – Transformers Reactivate (Oct 2020 – Present)

Under NDA

Level Design - Training Grounds (Jan – Mar 2019)

Won 5th place in an official Killing Floor 2 map contest

Level Design & Technical Design – LIEbrary (Nov 2018)

A 7 days long project that was an Epic MegaJam finalist

Level Design – Lumebrjacked (May – Jun 2019)

An eight weeklong university project during my second year

Level & Technical Design – P.A.I.N.T. (Sep 2019 – Jun 2020)

Third year university project

Game & Technical Design - Invoke (Jan – Mar 2020)

Invoke – Developed a mobile game that teaches math to children in elementary school (as a contractor)

Languages

- English C1 (IELTS)
- German B2 (DSD)
- Bulgarian (Native)

Other relevant experience

Game Jams – Participated in Epic MegaJam, Global Game Jam and Brains Eden

Devcom Volunteer – Part of the Devcom volunteer team in 2018, 2019 and 2020

Interests

Interactive entertainment, Film, Writing, Editing, Psychology, Architecture and Cinematography.