

Aleksandar Radulov

Game Designer



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Hello,

I'm a 3rd year student in Breda University of Applied Science.

I have a vast passion for all things design, and am fascinated by game systems.

I spend my time wondering what would happen if one of the gameplay variables was slightly different...

Education

- **Bachelor (Ongoing):**
Breda University of Applied Sciences
Study Programme: International Game Architecture and Design
Variation: Design and Production
- **Diploma of Secondary Education:**
Academician Nikola Obreshkov
Secondary School of Natural Sciences and Mathematics, Town of Burgas
Module: Mathematics and English

Languages

- **English** - Fluent
- **Bulgarian** - Native
- **Russian** - Basic

Notable Game Projects

SKYE | May 2020 - Present [Link to Product](#)

Flight Exploration

Role: Game & Technical Designer | Team Size: 16

- Implemented systems for saving/loading the game, Steam achievements, etc.
- Developed and placed collectibles across the level to encourage exploration.

C.A.R.G.O. | November 2019 [Link to Product](#)

First Person Zero-G Platformer

Role: Game & Level Designer | Team Size: 4

- Designed and set dressed the gameplay level.
- Designed and tuned the gameplay mechanics.
- Used UE4's visual scripting system to expand the gameplay model.

Bit-Buster | February - July 2019 [Link to Product](#)

Voxel-based Top-down Co-operative Shooter

Role: Producer, Lead, and Game Designer | Team Size: 27

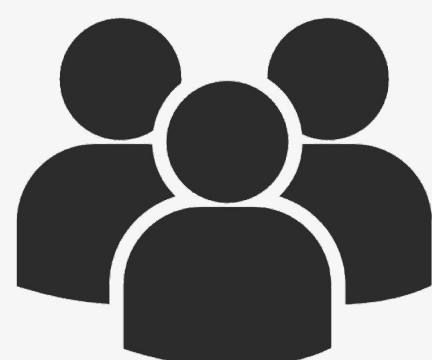
- Designed and balanced all the core gameplay systems.
- Gameplay Lead and Creative Lead during the Production phase.
- Managed the Pre-Production team.
- Wrote the project plan.

Skills and Knowledge

Primary

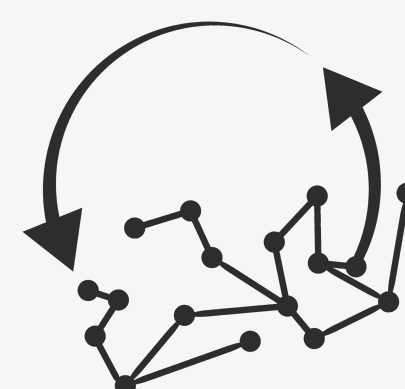


Soft Skills



Confident remote and live communication
Conveying complexity in relatable terms
Honest, polite, and insightful feedback

Design



Planning and Realising Game Systems & Levels
Universal Design Theory & Analysis

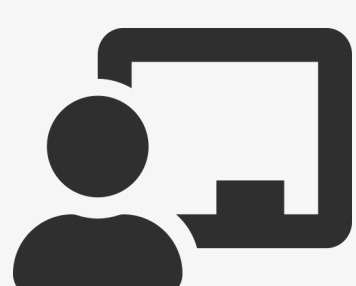
Software



Secondary



Soft Skills



Leadership
Agile Project Management

Design



Graphic Design
Drawing

Software

