Dimitar Dinkov
Software Engineer

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○ Industry Experience

Associate UI Engineer at **Bungie**
March 2022 – July 2024   ◆ Custom C++ Engine

- Participated and contributed to shipping **9 Seasons and 2 Major Expansions** in a fast-paced live-service game.
- Created **a UI optimization system** that was integrated into **two separate major game projects**.
- Contributed to a major **"Looking for Game" matchmaking feature** that allowed players to group up before an activity.
- Contributed to a player **achievement investment feature** that generated positive player sentiment and playtime engagement.
- Shipped a long-awaited feature for players to change their **character's in-game gender and appearance.**
- Created and managed **documentation for multiple features and studio processes.**
- Worked with industry standard tools such as **Perforce, Visual Studio, Jira, TFS, Confluence, Miro, and Figma.**
- Collaborated and communicated effectively with **multiple teams of 20+ individuals.**
- Integrated **"post-launch" security chicken switch abilities** into multiple major features.
- Participated in **code review process** for dozens of coworkers throughout employment.

○ Academic Game Projects at DigiPen Institute of Technology

Gameplay Programmer, Audio Designer & Technical Designer – *"Until you Wake: Black"*
- Implemented and tuned an intuitive and combat-ready player controller.
- Developed an interaction, transition, cutscene, and dialog system for cinematic effect.
- Designed and implemented enemy combat hitboxes and timings.
- Gained experience working with high-quality art assets to create a vivid and exciting game world.

Jan 2021 – April 2021
Team of 2
◆ Unity Engine

Solo Developer – *"Legend of The Street"*
- Created an engaging, easy to drive yet semi-realistic car controller with excellent playtester feedback.
- Designed a stimulating open world with two cities, a mountain pass, and five races.
- Built an upgrade system with balanced yet prominent upgrades to go with a serialization system.
- Implemented an immersive soundscape with dynamic music and 3D spatial SFX.

Sept 2020 – Dec 2020
Solo Project
◆ Unity Engine

Gameplay Programmer & Technical Designer – *"Robogames"*
- Created a multi-purpose player controller for use with two multiplayer game modes.
- Gained experience working with C++ programming and networking within Unreal Engine.
- Sourced assets from the Unreal marketplace to heighten the gameplay experience.

Sept 2020 – Dec 2020
Team of 5
◆ Unreal Engine

Gameplay Programmer, Wwise Tech & Technical Designer – *"Just Desserts"*
- Created a natural and engaging combat-ready player controller.
- Worked with a sound designer to create an engaging soundscape using Wwise and Wwise reflect.
- Designed a camera controller to simplify interaction and maintain focus on gameplay elements.

Sept 2019 – April 2020
Team of 9
◆ Unreal Engine

Audio Engine Architect, Gameplay Programmer & Technical Designer – *"Abyssal"*
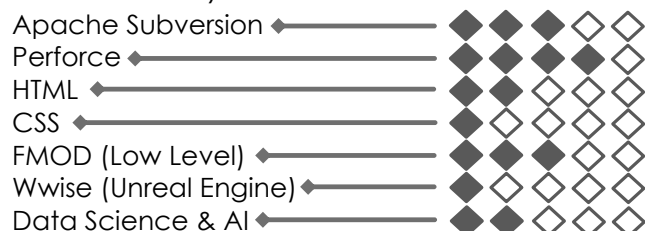- Implemented an intuitive and engaging player controller for underwater environments.
- Programmed an AudioEmitter and AudioListener system into a custom engine with FMOD Low Level.
- Designed and implemented an immersive soundscape with dynamic music and 2D spatial SFX.

Sept 2018 – April 2019
Team of 11
◆ Custom C++ Engine

○ Skills – *(Self-Rated in Experience and Proficiency Relative to All Skills)*

Skill	Rating		Skill	Rating
C / C++	◆◆◆◆◆◇		Apache Subversion	◆◆◆◆◇◇
C#	◆◆◆◆◆◇		Perforce	◆◆◆◆◇◇
Unreal Engine	◆◆◆◆◇◇		HTML	◆◆◆◇◇◇
Unity Engine	◆◆◆◆◇◇		CSS	◆◆◆◇◇◇
Python	◆◆◆◇◇◇		FMOD (Low Level)	◆◆◆◆◇◇
Agile Development	◆◆◆◆◇◇		Wwise (Unreal Engine)	◆◆◇◇◇◇
Git	◆◆◆◇◇◇		Data Science & AI	◆◆◇◇◇◇

○ Education

Bachelor's Degree in Computer Science and Game Design – *DigiPen Institute of Technology*
Sept 2017 – April 2021 • 3.00 GPA