

CV

Personal Information

Name: Kristian Kirov
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Experience

I offer 14 years of indie game dev and freelance experience with 1 shipped game (7Bones & 7Stones) and 1 DLC (Ubisoft's Assassin's Creed Origins):

Programming languages: **Unreal C++, BP, UMG, Slate; Python; Unity C#, HLSL**
IDEs: Rider, Microsoft Visual Studio
Unreal engine tech stack: Gameplay / System programming,
Multiplayer & Understanding of multiplayer Unreal framework,
AI/ EQS/ GAS and Navmesh,
UI with UMG and Slate,
Plugins / Unreal Tools Programming,
Unreal Materials / Shaders & Understanding graphics pipeline,
Game Engine Maths (Matrices, Vectors, Trigonometry),
Perforce / Git / Linux / Devops
Worked with people of: Blizzard Ent., Epic, Sony, Netflix (FAANG), Tencent, Vigil Games, Gameloft

Projects/Jobs (present to past):

Technical Director / Lead Programmer / Senior Programmer – LogX Game Studio

My job at the LogX game studio started by helping set the up the team for work with Unreal by onboarding S-tier developers and guiding the crew with the ways of the Unreal Engine. I was responsible for Core C++ game systems such as AI and its auxiliary infrastructure, and developing gameplay character animation in collaboration; guiding and educating junior programmers in C++ and Unreal's Blueprint framework; maintaining and administering Version control and CI/CD infrastructure via Linux (Ubuntu) and Perforce / Git. I had the opportunity to work with professionals from the **Vigil Games (Darksiders)** game studio.

Links:

Studio Webpage: <https://www.logx.studio/>

Project manager / Technical Director

It was a tiny team at Desktopia Games and I was able to have a huge impact on the development of the game. I was responsible for designing and creating every single coded system of the game. The project was heavily C++ based. I had the pleasure of creating a standalone automated humanoid character rigging and animation plug-in for Maya in Python for the sake of animation production; I was also responsible for the technical guidance and education of 3D artists in the realm of 3Ds Max, Maya and Unreal engine, etc.; I was maintaining and administering Version Control management software and its backend in Linux (Ubuntu) while operating Perforce making sure non-technical people are comfortable with it. I was doing custom details customization for the sake of creating custom in-engine tools and making them designer friendly (C++ and Slate). Had the pleasure of creating a “custom” dynamic Lighting solution / tool using the existing engine infrastructure. I was involved in shader creation – creation and optimization for the sake of allowing quality and performance; I was happy to be able to touch on Speed Tree and add another tool in my belt. Had the opportunity to create some custom functionality / scripts for ZBrush to aid 3D artists which brought me great pleasure. Was involved in designing / prototyping the heavy gameplay systems, including GAS, saving systems, inventories, etc, as well as plugins and tools to more easily facilitate development.

Links:

Studio Webpage: <https://www.desktopiagames.com/>

Senior Programmer – Unreal BP, C++

I would create a plugin for a reusable dialogue system via C++ and Slate in Unreal. My responsibility was extending the engine by creating a separate graph editor in the framework of Unreal with its own nodes and styling to support creation of dialogues by engine developers / designers. I was extending on an existing “base” plugin to allow me to iterate fast.

Senior UI Programmer – Unreal BP, C++

During my time at ER Studios I took the role of a senior UI developer for the “Tales of Forgotten Heroes: Alchemist”. My responsibility was developing new UI logic and features as well as maintaining older UI logic and looks. This was a AAA initiative and included gamepad/controller integration and animated visuals.

Links:

Game Webpage: <https://tofhs.com/>

Gameplay/UI Programmer

During my time at (non-disclosable) I took the role of a Gameplay / UI developer for gameplay mechanics. This was a AA FAANG project and the details are not disclosable.

Senior Gameplay Programmer – Unreal BP, C++

During my time at Rayscape Games I took the role of a senior gameplay programmer for the project “Arcane Ascent” where my responsibilities included gameplay puzzle elements implementation (Blueprint, C++); interactions; effects implementation (dynamic materials, shaders, C++); making sure designers can easily use the functionality at hand and overall making sure all interactions play together in a nice manner. Communicating and synchronizing work with fellow team members was a daily routine. I had the pleasure to work with a senior team

that came from **Epic, Sony, Tencent** and more who participated in the making of franchises such as **Street Fighter** and **Tropico**.

Links:

Arcane Ascent alpha footage: <https://youtu.be/H0gnwKNDbns>

Game Webpage: <https://www.rayscape.games/arcane-ascent>

Gameplay Programmer @ Epidemic Tracer - C++, Slate

I have been implementing time manipulative gameplay and tools for a client. It was a C++ centric project that included Editor Customization conducted with Slate, Detail Customization and various helper debug objects. Gameplay programming was also included. The goal was to provide the designer with a system that has a design friendly functionality for narrative-driven gameplay and simulation in editor-time and one that was also usable and easily debuggable. These two videos show the functionality with some explanation:

Links:

Video 1: <https://www.youtube.com/watch?v=yDMmsrZceCk>

Video 2: <https://www.youtube.com/watch?v=aoCLZoKeTzI>

Relevant responsibilities:

C++ gameplay programming and C++ Slate programming to extend the editor to suit designer's comfort in development. Designing the system to be extendable.

7 Bones and 7 Stones – The Ritual (game) – Unreal Engine

I was tasked with the multi-player implementation / synchronization of this awesome project as well as with gameplay, UI, save system and some visual effects / FX implementations. It was also my responsibility to work on the back-end facilitating a saving mechanism software of the game where I had to do C++ programming. The game project itself is Blueprints only.

Links:

Find out more information about the game here at its Steam page:

https://store.steampowered.com/app/7...s_The_Ritual/

Watch a gameplay video of the closed alpha here: <https://youtu.be/cY9hqYCD9Bw>

Third person 3D dungeon-crawler game “Journey Box”

It was a small development project called “Journey Box”. The game is a fantasy, roguelike, role-playing, dungeon and world crawler game the main motive of which is the sole process of adventuring. The game world aims to give the player the sweet, witty pleasures of a fulfilling journey.

Relevant responsibilities:

C# programming of gameplay, the underlying game systems, **procedural** world generation, a **custom parsed scripting language** based on **XML** called “**Adventure Script**” made especially for the game to completely **modify** and **edit** its contents, which also scripts the **artificial intelligence (AI)** of in-game characters; Effects and materials creation using **CG shading language**; All done in conjunction with **Unity 3D** and **MonoDevelop**.

Other responsibilities:

The **whole game** except for actual soundtrack composition, which includes: **Designing** and conceptualizing the game using **Microsoft Word**, **Excel**, **Photoshop** and **Unity 3D**; **2D assets creation** (sprites, images) using **3D Studio Max** and **Photoshop**; Scene **lighting**; Design and creation of **User Interface**; Graphics performance **optimization**; Guidance and coordination in game **music** creation in a **team**; Writing documentation using **Microsoft Word** and **Microsoft Excel**.

Links:

Link to official reveal trailer: https://www.youtube.com/watch?v=SHzNvpTY_KI

Link to official gallery page: <http://eastfall.com/gallery-journey-box-pc-game-1.html>

Listen to an **unmastered** track at:

<https://www.dropbox.com/s/s7agwntut1k4eci/Journey%20Box%20-%20Forest%20Wind.mp3?dl=0>

First-person 3D shooter game “Desert Escape”

We used to be a 4-studio-members **team** developing our first game called “**Desert Escape**”, which is a first-person shooter coiled in a twisted single player scenario. The game passed the greenlight of **Steam** but was never finished.

Relevant personal responsibilities:

UnityScript and **C#** gameplay, tools and in-game systems programming, **CG** shader and minor **image effects** programming in **Unity 3D**. **Artificial Intelligence** programming for game characters.

Main responsibilities:

All environment and organic **3D modeling** (low and high poly), **unwrapping** using **3D Studio Max**; modeling with **zBrush** and **Mudbox**; **Level design** in **Unity 3D**.

Side responsibilities:

General **game design**; Average part of **texturing** (featuring **zBrush**, **Mudbox**, **Photoshop**, **xNormal**); Graphics rendering performance **optimizations**; **Particle systems** creation and **optimization**; Writing documentation using **Microsoft Word**; Guidance and coordination in game **music** creation - ~ 50 minutes of soundtrack in a **team**.

Links:

Link to official early beta trailer with **old outdated** graphics: <https://www.youtube.com/watch?v=j6vBXGbxL7A>

Link to official gallery page with **old outdated** graphics : <http://eastfall.com/gallery-desert-escape-pc-game-1.html>

Listen to an **unmastered** track at: <https://www.dropbox.com/s/ge5r8aev08ckdcs/Desert%20Escape%20-%20Flight%20Into%20Darkness.mp3?dl=0>

See some **work-in-progress** new graphic content **not imported** in-game to date here:

1) <https://www.dropbox.com/s/fze5sjepujd0br2/Anubis%20Warrior.jpg?dl=0>

2) <https://www.dropbox.com/s/z7gmcycmyaigg8q/Dead%20Adventurer.jpg?dl=0>

3) <https://www.dropbox.com/s/5gdue4y10jwz2a1/Temple%20Yard.jpg?dl=0>

4) <https://www.dropbox.com/s/hwsq9fcp3sytrae/Sphinx%20Monument.jpg?dl=0>
