

KAMEN D.

I Love Turning Ideas into Interactive Experiences

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Bulgaria



EXPERIENCE

Senior Unity Developer

ordinary objects

03/2023 - Present Remote

- Architected and developed a 3D editor for XR prototyping, enabling users to create and visualize prototypes in immersive environments.
- Designed the architecture for optimal integration of UI and 3D rendering, enhancing performance and interactivity of the applications.
- Bridged the gap between design and development, working hand-in-hand with designers and applying deep understanding of UX to optimize the user journey, improving overall engagement and satisfaction.

Unity Developer - XR Prototyping

Bakken & Bæck - <https://bakkenbaeck.com/>

11/2022 - 02/2023 Remote

- Utilized Unity's latest AR capabilities to develop cutting-edge prototypes for IKEA's home improvement app
- Collaborated closely with the design team in a remote environment

Senior Unity Developer

Odyssey - <https://odyssey.org/>

10/2021 - 11/2022 Remote

- Led Unity client development for a WebGL 3D open-world metaverse, creating architecture to handle dynamically loaded content, while also keeping best performance
- Engineered seamless integration between the Unity client and the React-based UI
- Collaborated with a cross-functional team of over 20 members

Freelance Game Studio Owner and Lead Developer

Studio Generative

01/2014 - 10/2021

- Developed over 40 mobile game prototypes in Unity as the Founder and Lead Developer of my freelance game studio, showcasing versatility and rapid prototyping skills.
- Successfully released two mobile games, including "Bouncy Hoops," which has been downloaded over 4 million times and continues to be played by thousands of users daily.
- Collaborated with a diverse range of clients to deliver projects spanning interactive installations, interactive websites, and XR prototypes.

Unity Developer, Co-Founder

UKI Games

11/2014 - 04/2016

- Served as one of the Lead Unity Developers for a 2D multiplayer platformer mobile game, overseeing core gameplay mechanics and player experience.
- Developed and maintained the Node.js backend, ensuring efficient communication between the game client and server and managing player data securely.
- Collaborated with a multidisciplinary team, contributing to project planning, feature development, and successful deployment.

LANGUAGES

English

Proficient



CERTIFICATION

Unity Certified Professional: Programmer

Unity

Generative AI with Large Language Models

DeepLearning.AI

SKILLS

Unity	C#	AR/XR/VR	JavaScript
Node.js	React	Redux	UI Toolkit
XR Interaction Toolkit	URP		
AR Foundation	Unity Test	WebGL	
Zenject	Reactive Extensions		
SQL/NoSQL	Firebase	Next.js	
Python			

EXPERIENCE

Creative Technologist

Phormatik.org

📅 01/2012 - 01/2014

- **Developed interactive installations** for clients in the creative industry, blending technology and art to create engaging user experiences.
- **Utilized a diverse range of tools and tech stacks**, from creative frameworks like Open Frameworks and Unity to backend technologies like Node.js.