

# ALEXANDER GYOSHEV

## CURRICULUM VITAE

GAME PROGRAMMER

PORTFOLIO: [WWW.IREMEMBERVGA.COM](http://WWW.IREMEMBERVGA.COM)

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## EDUCATION

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### BSc(Hons) Computer Games Technology

2003-2008

University of Abertay Dundee

The undergraduate course focused on programming for games with no filler modules. Every year of the course involved studies in mathematics and physics, covering advanced topics in both disciplines. The last few years of the course included modules that required students to work as a team and also modules on the business practices in the industry.

#### SELECTED UNIVERSITY PROJECTS:

**A preview video and the source code to these projects are available on my website.**

Please visit [www.iremembervga.com](http://www.iremembervga.com) to view them.

#### ARTIFICIAL INTELLIGENCE

My degree dissertation involved a study in the use of agent technology as means of improving existing AI techniques and how the current state of AI programming could benefit from the development of solid paradigms and APIs.

#### TERRAIN

A terrain generator that uses a simple and slightly dated idea (slope lighting and faulting algorithms), but generates very good looking terrain at little cost.

#### BEZIER CURVES

A demo application that uses de Casteljau's algorithm for evaluating points along a Bezier curve to display that said curves.

#### PARATROOPER EXTREME

A remake of the Paratrooper game of old I did in my first year. It features managing memory issues and procedural generation of the game scene

#### PASPERA PITCH

A pitch for a game called Paspera. I tried to find an idea for a new type of game, developed an exciting story around it, which was extremely well received by my tutors

#### ORIGINALITY IN GAMES?

An investigation on how truthful is the fashionable idea that games are less creative.

#### IMPORTANT COURSES TAKEN:

##### PROGRAMMING FOR GAMES:

General programming, graphics and physics programming, console programming, memory management, debugging, AI programming, Tools programming

##### MATHEMATICS AND PHYSICS:

Maths: Matrices, Matrix Transformations, Calculus(general) and Vector Calculus, Vectors, Vector Field Theory, Curves and Surfaces, Rays

Physics: Momentum and Impulse, Elasticity, Projectiles, Moments of Inertia, Rotation of Rigid Bodies, Stability

##### MISCELLANEOUS:

Introduction to 3d Modeling, Sound programming and Introduction to Sound

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### High School Diploma

1998-2003

First english language school, Sofia, Bulgaria

I attended the First English Language School in Sofia, which traditionally gives students an excellent level of command of the English language. It also provides excellent tuition in History, Literature and Maths. My GPA was 5.5 (out of a maximum of 6)

# SKILLS

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## Programming languages:

C ++ / C - several years of experience, using the language in and out of my university course  
Prolog - basic level of knowledge, using the language as part of my dissertation  
ActionScript 2.0 - worked on several projects that use AS2.0 extensively

## APIs and Libraries:

OpenGL, DirectX, Ogre

## Platform Experience

PC, PS2, GBA

# PERSONAL INFO

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**Nationality:** Bulgarian

**Date of Birth:** 31.03.1984 (24 years old)

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**Driving license:** Yes

## LAST, BUT NOT LEAST FAVOURITE GAMES

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Thief The Dark Project

Thief The Metal Age (But not Thief:Deadly Shadows)

Little Big Adventure

Darklands

System Shock 2

Tron 2.0 - it looked good, it played well, highly underrated

Baldur's Gate and Icewind Dale

Hexen and Hexen 2

X-Com series

Master of Magic

Disciples series

Outcast

Tyrian

**THANK YOU.**

**ALEX@IREMEMBERVGA.COM**