

TOMAS ATANASOV

Game Developer



Byala Cherkva 5220

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PROFILE

I am a motivated and adaptable aspiring software developer with a diverse background as a fitness trainer, firefighter, and in a variety of everyday roles. My varied work experience has strengthened my communication, discipline, and teamwork skills, which I now aim to bring into the tech industry. Driven by a passion for technology, video games, and problem-solving, I pursued a foundation degree in Software Development (Games Development), gaining practical experience with Unity, C#, Unreal Engine, and related tools. I'm eager to continue developing my skills and contribute to creating engaging, high-quality software and games.

EXPERIENCE

WORK-BASED LEARNING

- Completed a 36-hour college-arranged work placement at The Swallows cancer charity, supporting office tasks and communications.

COLLEGE PROJECTS

- Researched and wrote academic papers on computer science topics using Harvard-style citations and credible sources.
- Collaborated on a team project in Unreal Engine, utilizing Perforce for version control and Trello for task management, to develop the highest-rated game in my course.
- Built multiple applications, including a Visual Studio game with Windows Forms and a comic book browser in .NET MAUI.
- Designed a physical card game, printed and playtested it, then recreated it digitally using Tabletop Simulator.

EDUCATION

College 2021 - 2022

Level 3 Diploma for ICT Systems and Principles for IT Professionals

College 2022 - 2023

VTCT Level 3 Diploma in Personal Training (Gym Based Exercise)

College 2023 - 2025

Foundation Degree in Software Engineering (Game Development)

College xx-xx (future plans)

BSc Honours Degree in Software Engineering (Game Development)

SKILLS

- C#
- Python
- Unreal Engine
- 3ds Max
- Git
- Microsoft Office
- Organization and time management skills
- Full driving licence