Dragomir Mitev - Resume

Age: 23   Based in Sofia, Bulgaria   https://drgmitev.com

Profile

Hi, I'm Drago.

Full Stack and Game Developer, mainly specializing in Web3 and Gameplay development. Experienced in all stages of the development cycle for agile projects. I'm Skilled in numerous technologies, including C++, TS, NoSQL, Docker, NodeJS, MSVC/LLVM, etc.

Experience

Full Stack Developer, Bit Hotel (Metaverse Studios B.V.), Amsterdam, Netherlands (remote) - Oct 2022 - present

- Adapted to and iterated on a well-developed code base.
- Implemented design-first projected game features, such as a 'Trade System', 'Referral System', etc.
- Wrote and deployed smart contracts on BSC Smart Chain EVM network, later to be audited by "Solidity Finance"
- Updated and upgraded existing Web3 integration with EVM networks. Designed and implemented a modern system to replace the already existing one.
- Communicated progress and helped colleagues design and implement their features.
- I helped management further evolve the game idea and respond to user feedback.
- Identified and improved frontend and backend instabilities and functionality.
- Received 'Thank you! Drago' in community chats for developed features.
- Served day-to-day jokes and banter to behave as a human.

   Tech: Phaser, Tiled, Nakama, TS, JS, Go, Solidity, Hardhat, Chai, Waffle, Slither, various EVM RPC providers, VueJs, Sass, HTML/CSS, EthersJs, Web3Connect, Web3Auth, BigNumberJS, NodeJs, AWS, GCP, Docker, NGINX, REST, gRPC, GitHub Actions

Blockchain and Game Developer, CryptoVarna, Varna, Bulgaria (remote) - 2021 July - 2022 November

- Designed and developed in-house API to integrate Tron-Network/TVM Web3 projects with flexibility for future development.
- Designed and developed in-house API to integrate EVM networks into NodeJs projects, with agility and verbosity in mind. Onboarded several front-end designers on utilization of its functionality and received "You saved my d*mn time!" several times.
- Helped evolve protocol design for a Web3 project - Tedex. Designed and implemented an on-chain ERC20 network-to-network bridge and a liquidity staking system.
- Helped evolve protocol design for a Web3 project - BeFaster.Fit. Designed and implemented on-chain ERC20 network-to-network bridge, liquidity staking system, referral system, revenue-distribution system, and ECDSA-authorized interaction system ('Challenge System'). Integrated a REST-style system into its site design, to incorporate control over each protocol action (on-chain or off-chain)
- Implemented protocol design for an NFT collection - Sugarcane NFT.
- Drank beers with 40+ years old colleagues, and managed to make them laugh several times.

   Tech: Solidity, TS, JS, Hardhat, Chai, Waffle, Solidity-Coverage, Slither, TronWeb, EthersJs, BigNumberJs, various EVM RPC providers, Angular, Sass, HTML/CSS, BitQuery/GraphQL, NodeJs, AWS, Docker, SSH, REST, Bitbucket Pipelines

PHP Developer (small internship), CradleLabs, Breda, Netherlands - 2020 February
- I discovered and upgraded an active code base from PHP 5 to PHP 7.
- Integrated authentication for a MediaWiki project, part of an in-house project.

    Tech: PHP, MediaWiki, 3rd Party APIs

Mobile Developer (internship), Mimirium Surveys, Varna, Sofia - 2019 July - 2019 August
- I got to implement a Quick-Response/QR converter for a proprietary platform, later to be utilized for tokenization and authentication.
- Designed and implemented a client-side hosted web (HTTP/HTTPS) server running on mobile platforms, such as Android and iOS.
- Completed a round of bug tracking. Discovered exploits in pre-mature platform features and proposed logical/architectural solutions.
- Learned about fishing during lunch breaks.

    Tech: C#, Xamarin, ZXing, .Net Core 3.1, .Net 5, MSVC, MVC, Entity Framework, Azure

Education

- Bachelor of Applied Sciences, Creative Media and Game Technologies - Game Programming
  Breda University of Applied Sciences, Netherlands, 2018 - present (projected 2024)
    - Discover relevant Linux-based hardware and its rendering capabilities (Raspberry Pi, PlayStation) and produce a game product for those - a game engine, game on a custom or a 3rd Party engine.
    - Learn through an Intensive course in game-related and low-level C++ programming.
    - Produce games in teams of 10+ teammates in mixed-skill environments, following Agile principles.

Skill overview

Development of paid live products:

Solidity, Typescript/Javascript	2+ years	Agile Scrum	3+ years
Hardhat, Ethers, Web3Auth, Web3Connect and more Web3 NodeJs frameworks and libraries	2+ years	CTest, Google Test, Waffle, Chai and Unit Testing	2+ years
HTML, CSS	2+ years	Git, Perforce	5+ years
C#, Unity, Photon | Phaser	1+ years	React, Xamarin, Expo	1+ years
Angular, ReactJS, VueJS	1+ years	NodeJS, Docker, AWS, GCP	2+ years
MVC, NoSQL, REST	4+ years	.Net Core, SQL	~ 1 years
RollupJS, Containers	2+ years		

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University (40 h/w) and side-project experience:

C++	5+ years	Agile Scrum	5+ years
C#	5+ years	Unreal, Unity	5+ years
OpenGL, ImGUI, spdlog, Clipper/CDT and more game-related libraries	2+ years	SDL 2/3, SFML	4+ years
CMake, Jenkins	1+ years	Profiling tools	4+ years

Side projects

JsonToMathGenerator - API generating mathematical equations and problems, based on constraints and requirements.
Link: https://github.com/DMitev11/JsonToMath_Generator
Tech: C#, .Net 6

Try2Engine - Multi-platform game engine, in development
Link: https://github.com/DMitev11/Try2Engine
Tech: C++, CMake, OpenGL, spdlog, ImGui, SDL 2, Box2D etc.