

Skills

C#

Java

Python

Unity

Three.js

React

Linux

C++

GLSL, HLSL

Interests

Compter Graphics and Realtime Rendering

Videogame Development

Programming

Cooking

Languages

Bulgarian

native language

German

fluent

Englisch

fluent

Georgi Dimov

Media Informatics Student (B.Sc.)

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🔗 [GitHub](#) 🔗 [LinkedIn](#) 🌐 [Website/Portfolio](#)

Summary

Experience

University of Trier September 2021 – May 2023
Student Assistant at the Center for Information, Media and Communication Technology

Chameleon GmbH April 2023 – May 2024
Working Student Unity C# Game Developer
<https://chameleon-training.de/>

encoway GmbH August 2024 – January 2026
Working Student Software Developer
<https://encoway.de>

Unity3D Developer and Technical-/VFX Artist
March 2026 – Present
SporeWood Games
Development of a 3D Unity video game with a focus on shaders, VFX and realtime rendering techniques and optimization
<https://battleofbots.de>

Education

Peter-Wust-Gymnasium Wittlich German Abitur
2014 – 2018

Hochschule Trier/ Trier University of Applied Sciences
Computer Science (B. Sc.)
September 2018 – August 2023

Hochschule Bremen / City University of Applied Sciences
Media Informatics (B. Sc.)
September 2023 – Present

Projects

Eis Planet Schlange April 2022

Creating a video game in 7 days by working in a small team

<https://solocov.itch.io/eis-planet-schlange>

Treppenfall Simulator 2022

September 2022

Creating a video game in 7 days by working in a small team

<https://dbox7.itch.io/treppenfall-simulator-2022>

PvPinball

March 2023

Creating a video game in 7 days by working in a small team

Exhibited at Gamescom 2023

<https://supertobi1.itch.io/pvpinball>

BoB : Battle of Bots

September 2026 – September 2026

Singleplayer 3D Mecha bullet-heaven shooter. Planned release in Q4 2027.

<https://battleofbots.de>

Modern Vulkan C++ Renderer

September 2026 – Present

Vulkan Renderer using dynamic bindless indirect draw rendering. Written in C++.

Original:

https://github.com/dbox0/Vulkan_DynamicRendering

Features: Dynamic Rendering, Editor, Scene/Material
Serialization+Save/Load, Shader Hot-Reload, BRDF, HDR
Tonemapping, Bloom, AO (GTAO) RenderPass

The renderer is currently being rewritten from scratch with the goal of a cleaner architecture and modularity:

https://github.com/dbox0/Vulkan_Renderer_Rewrite