

KØBENHAVN, 2785

(+45) 91800590

georgi.ivanov0563@gmail.com

<http://www.linkedin.com/in/georgi-ivanov-901252193>

<https://georgisworks.com> (PORTFOLIO)

SPEECH BUBBLES DO NOT BELONG
ON OFFICIAL DOCUMENTS

GEORGI NIKOLAEV IVANOV

Software developer with a foundation in scientific research, adept at dissecting problems and conducting data-driven analyses. I have been a lead developer on several large scale XR projects (EU and DK). My approach to work is tuned for maximum efficiency and anticipation of potential challenges down the road. I am relentlessly committed to staying on the forefront of technology, and I ardently track the latest tech breakthroughs and pioneering developments across various scientific domains.



//SKILLS

- C#, Unity engine, Git
- Agile development (SCRUM), Jira, Float, Miro, Lucidpark
- MS Office package, Adobe Photoshop
- Statistical analysis and evaluation of data

//EXPERIENCE

Virisabi, Copenhagen – *XR Developer* (2022 – PRESENT)

- Developing VR applications for the Meta Quest platform (C#, Unity engine).
- Communication with customers.
- Flexible and rapid collaboration with other developers, 3D artists and UX designers.
- Planning with project managers (SCRUM).

Aalborg University, Copenhagen – *Guest lecturer* (2021, 2022)

- “Artificial Intelligence Programming” class, practical lecture.

//EDUCATION

Aalborg University, Copenhagen – *Master’s degree in Media technology* (2018 – 2020)

Aalborg University, Copenhagen – *Bachelor’s degree in Media technology* (2015 – 2018)

//PUBLICATIONS

Collective Adaptation in Multi-Agent Systems: How Predator Confusion Shapes Swarm-Like Behaviors – *Master thesis, arXiv preprint*

<https://arxiv.org/abs/2209.06338> (preprint)

<https://georgisworks.com/?p=1004> (project preview)

An explorative design process for game map generation based on satellite images and playability factors – *FDG September 2020: International Conference on the Foundations of Digital Games*

<https://doi.org/10.1145/3402942.3402997> (publication)

<https://georgisworks.com/?p=892> (project preview)

//HIGHLIGHT PROJECTS

Update (EU) – *Lead developer* (2023)

<https://update-project.eu/> (project preview)

PipePackers (DK) – *Lead developer* (2022)

<https://virsabi.com/pipe-packers/> (project preview)

Teach in VR (EU) – *Lead developer* (2022)

<https://virsabi.com/teach-in-vr/> (project preview)

Competence+ (EU) – *Developer* (2022)

<https://www.competenceplusproject.eu/> (project preview)

//OTHER PROJECTS

Exploring the performance of a Deep Q-Network across different environments – *Bachelor thesis* <https://georgisworks.com/?p=853> (project preview)

Procedurally generated climbing plants utilizing surface friction and L-systems

<https://georgisworks.com/?p=923> (project preview)

“Quizeum” – *mobile quiz game for museums (Android and iOS)*

<https://georgisworks.com/?p=762> (project preview)

VR map generator – *software tool for creating 3D VR maps through physical sketching* <https://georgisworks.com/?p=783> (project preview)

“I think we should fight” – *comical action game, inspired by the everyday struggles at the office*

<https://georgisworks.com/?p=1020> (project preview)