

# Martin Stoykov Mihov

I am a Software Engineer passionate about technology and innovation. I worked on amazing projects in the video games industry, creating solutions to tasks from various engineering areas and delivering a great gaming experience to many players around the world. I am always looking for the next challenge I'll face in my work and how I can use that to improve myself.

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## Work Experience

### Oxalis Games - Senior Software Engineer

September 2022 – Present

The game was developed using **Unity** and **C#**. I was responsible for creating, maintaining and improving a large number of systems ranging from gameplay to UI and editor tools.

**Designing the architecture of internal game systems.** Proposing and discussing those designs with the rest of the engineering team for feedback. And implementing the final approach we've ended up with. Areas included Audio, Controls, UI/UX, Animation, Data management and others.

**Profiling CPU, GPU and memory usage** of the game.

**Implementing and maintaining editor tools** to help content creation by the rest of the team, verify consistency of data and setup of assets.

### Unity Technologies - Software Engineer

April 2019 – September 2022

Working with enterprise customers on blocking issues and advising on best practices. Using **Unity** and **C#** with customers' projects and **C++** for working with the engine source code. My daily responsibilities included:

**Investigating and debugging unexpected behaviour or crashes.**

**Creating custom solutions and workarounds** for blocking issues.

**Profiling CPU, GPU and memory usage**, suggesting optimisations and areas for improvements

**Advising on best practices** of various areas of game development using Unity, including **Editor tools and features, graphics, physics, ECS, Netcode** and **MachineLearning**.

**Platform specific requirements and processes:** Windows and Mac Standalone, UWP, Android, iOS, tvOS, WebGL.

### Electric Square - Game Programmer

July 2016 – March 2019

<b>Forza Street</b>	<b>Unity, C# and Unreal Engine 4, C++</b> Major part of the Gameplay team throughout the whole development lifecycle. Some of my main contributions include <b>the game's AI, interaction model, physics modifications and matchmaking</b> .
<b>Hot Wheels id</b>	<b>Unity, C#</b> Creating and iterating on the interaction model and UI/UX flow for the physical play side of the app.

**Working closely with the design team while implementing features and creating editor tools.**  
**Creating custom shaders, VFX and tools** to support the artists and the art pipeline.

**Mentoring new employees** while they get familiar with the existing code base and work process.

## Coherent Labs - Internship

June 2015 – September 2015

### Unity and Unreal Engine 4

Using **C/C++**, **C#**, **HTML**, **CSS** and **Javascript** to create examples and demos to test the product's APIs and improve the usage documentation

## Freelance Android Developer

December 2014 – April 2015

Developing Android apps with custom design and animations.  
Using REST API and WebSocket for communication between the application and the server.  
Using Bitbucket and Git for version control.  
Using JIRA for tracking issues, progress and time spent on the project.

## Infodat - Web Developer

June 2012 – November 2013

I was maintaining two real estate auction web systems.  
The work involved programming in HTML, PHP, CSS, JavaScript, JQuery and AJAX.

## IT Standard - Android Developer

July 2011 – December 2011

Full-stack developer involved in the creation of a Football Live Scores Android application.

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## Key Skills

Game engines	<b>Unity, Unreal Engine</b>
Programming languages	<b>C#, C/C++, Python, Java, JavaScript, HTML, CSS</b>
Version Control	<b>Git, Perforce, Plastic, SVN, Mercurial</b>
Personal skills	<b>Fast learner, Adaptable, Strong problem solving skills, Team player, Good listener, Excellent communication skills</b>

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## Education

### University of Birmingham, Birmingham, UK

September 2012 – July 2016

#### MEng Computer Science/Software Engineering

1<sup>st</sup> year: **84% (1<sup>st</sup> class)**; 2<sup>nd</sup> year: **83% (1<sup>st</sup> class)**; 3<sup>rd</sup> year: **78% (1<sup>st</sup> class)**; 4<sup>th</sup> year: **80% (1<sup>st</sup> class)**

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## Hobbies & Interests

I love video games, both playing and making them. I am also an active person. In my free time, I go to the gym, which keeps me energetic and clears my mind. I also enjoy working on personal projects and prototyping ideas.

I love new technology and love spending time reading and learning about innovation and advances in anything from mobile devices to self-driving cars, space travel and clean energy sources.

**References available on request.**