Lyudmil Pashayanov

SOFTWARE DEVELOPER

Work History

(PRESENT) SOFTWARE DEVELOPER | PROJECT & TEAM LEAD

BlueTea | Internal and client projects (VR & PC)

Achievements:
- **Improved and maintained our C# in-house product that connects to our Unity (PC & VR) games.**
- **Developed Unity editor tools allowing designers to manage game content independently, accelerating content updates and deployment cycles.**
- **Implemented CI/CD workflows in GitHub Actions to automate the testing, building, and deployment of modular C# packages across multiple environments.**
- **Optimized pipeline workflows within the team, improving efficiency and collaboration.**
- **Translated client needs into technical solutions through clear docs and tickets & managed project budgets and tasks distribution within the team to optimize delivery.**

(2021 - 2023) UNITY DEVELOPER

Dephion | Project: Habtic

Achievements:
- **Improved data access performance by replacing PlayerPrefs with a SQL-based local database to efficiently store and query images and media.**
- **Implemented async and parallel patterns (async/await, Tasks) to improve responsiveness and throughput in I/O-heavy operations.**

(2019 - 2021) UNITY DEVELOPER

Gamehouse | Released Game: Text Express:

Achievements:
- **Backend logic design and integration (Playfab)**
- **UI and audio implementation**
- **Social and community features design and integration (Google/Facebook authentication, deep links, push notifications systems)**

(2019 - 2020) VR UNITY DEVELOPER

Innowijs | Released Serious Game: VR NEN3140

Achievements:
- **Efficient, optimized code to run on low-performance Oculus Go headset**
- **Memory management (Unity profiler)**

START

About me

I have 5 years of experience as a software/game programmer and 1 year of experience as a project manager in the game and tech service industry. I have great passion for creating legendary, fun and well-engineered games and I am always ready to explore new technologies and opportunities. I describe myself as an adaptive fast learner and a communicative, open-minded team member. I work independently, take ownership of my tasks and I am constantly eager to improve myself.

Main skill set

- C# & Unity Game Developer
- C++ & Unreal Game Developer
- Profiling and Optimizations
- System design & architecture
- Improving pipeline workflow within a team
- Social Services *
- Object-oriented design & tech documentation
- Scrum project management
- Extras: UI, Playfab Live Ops, VR, 3D modelling, Instant games

 * Push notifications, Deep links, Health services

Education

- Bachelor's in Software Engineering at Fontys University of Applied Science (Specialized in Game design and technologies)
- Unreal Engine 5 and C++ courses

Languages

- English - C1 | German - B2 | Bulgarian - Native

Interests

- Video games' design and players' psychology
- Playing the piano, reading, hiking and picnicking
- Basketball, Football, Bouldering, gym and yoga

Contact Details

Netherlands, Maastricht

sytix1@hotmail.com

linkedin.com/in/game-dev-lyudmil

github.com/LyudmilPashayanov

+31 62 974 3530