

Nikola Hristov Kalamov

Researcher / Programmer / Game Designer



Hard working and detail oriented researcher and programmer accustomed to working in deadline-driven environments, excited to learn and prove what they can accomplish.

Experience:

- **Researcher** and intern in **CTB** (Center for Biomedical Technology).
- **Back End Developer** and **Data Science** Trainee in Abaco Developments.

Skills:

- Extensive knowledge of **programming** concepts in various languages.
- Experience in **back end** design and development for online applications.
- Knowledge in applied **cryptography** and design of cryptographic systems.
- Experience in implementing **risk analysis** and **decision making** systems.
- Extensive theoretical knowledge and programming skills in the field of **statistics**.
- **Communication and teamwork skills**.
- Experience in implementing **AI** systems (neural networks, behaviour trees...).
- **Web Design** and Javascript programming.
- **Video Game programming**. Using various platforms and programming languages (specially **Unity**).
- **Experience** creating a **3D physics engine** from ground up.
- **Familiarity with Github**.

Education:

Degree in Video Game Design and Development from Rey Juan Carlos University (URJC).
Masters in Decision Systems Engineering (URJC).

Personal Info:

Email:

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Website:

<https://www.nikigames.net/>

Programming Languages and Platforms:

- **C#** (Advanced)
- **.Net Core** (Intermediate)
- **JavaScript** (Advanced)
- **Node.js** (Beginner)
- **SQL** (Beginner)
- **Java** (Advanced)
- **C/C++** (Intermediate)
- **Python** (Intermediate)
- **R** (Intermediate)

- **Visual Studio** (Advanced)
- **GitHub** (Intermediate)
- **Overleaf** (Intermediate)
- **Unity 2D/3D** (Advanced)
- **Android Studio** (Beginner)

Languages:

- **English** (C2 Level)
- **Spanish** (Native)
- **Bulgarian** (Native)

Personal Interests:

- Reading Books/Manga
- Cooking
- Video Games