DARINA KOYCHEVA
tech art and level design

Contact

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Software

- blueprints, shaders, behavior trees and level design within UE4
- organic and hard-surface assets for real-time PBR. Zbrush/Blender/ Maya and Substance Suite.
- multiple modular environments from concept to finish
- base knowledge in Python and C#
- advanced knowledge of Microsoft Office and working in a team within it
- experience in Git and Perforce

Things in life I enjoy

- Dogs.
- Horizon Forbidden West, Detroit Become Human, The Witcher 3
- rock climbing, cycling, volleyball
- How to Train Your Dragon, My Hero Academia, Imagine Dragons

Introduction

I am an artist at heart and a problem-solver at mind. I enjoy solving abstract concepts, challenges and puzzles. A motivated and passionate developer with deep love for making video games.

Experience

2022
Student Game Project 'Spring'
Team Lead and Technical Artist

Developing tools, AI, shaders and overlooking optimization in Unreal Engine 4. Managing team members, scheduling meetings, forum coverage, version control with Git.

2021 - 2022
University of Hertfordshire
Student Technology Mentor

Helping students and staff navigate the university systems. Creating educational content in partnership with staff for fellow students to use.

2019-2020
Restaurant 'Pavaj', Plovdiv
Waiting Staff

Waitressing in one of the most popular restaurants in Plovdiv. The experience has taught me to work well under pressure, to communicate efficiently and to manage time-sensitive tasks.

2018 - 2019
Ucha.se - remote
2D Animator in Adobe Animate

Remote work in a team of 100+ members. I created 2D motion graphics, following strict quality and style guidelines.

Education

2020 - 2023
BA (Hons) 3D Games Art & Design
University of Hertfordshire, Hatfield, UK

2014 - 2019
English and German Language
Foreign Languages School 'Romain Rolland', Stara Zagora, BG