ROBERT STEFANOV

03 APRIL 1997

GAME/SOFTWARE DEVELOPER

WORK EXPERIENCE

Junior Developer   (2022 - 2025)
Epiroc Digital Services Division, Luleå

- Part of 3D team for Epiroc (formerly Mobilaris) Mining Intelligence, creating monitoring and navigation software for underground and surface mines.
- Worked on new and improved data visualization and navigation frontends built with Angular and Unity, bringing improved stability, new features, a consistent and cleaner visual design and improved usability.
- Part of internal UX team, collaborated on creating a new consistent interface and design language for new frontends, with other developers and product managers, using Figma and Miro and implementing accepted designs in web and 3D.
- Implemented and pushed for streamlined codebase organization for frontends, leading to 5x reduction in code repositories, build time and deployment. Reduced code-review count from 15 to 3 per major change, accelerating release cadence.
- Built several internal tools to help simplify development and testing.
- Revamped existing testing CI/CD pipeline, automated manual 3D frontend building and created unified module for deployment in Azure DevOps.
- Took initiative to extensively document own work and create additional documentation: updating out-of-date code readmes for both owned and adjacent repositories, creating onboarding materials for new developers and other teams,documenting style guides, way of working, project architecture, setup guides for CI/CD pipeline and self-hosting pipeline agents.

Junior Artist   (2021)
House of How Games AB, Boden, Sweden

- Interned and worked on art for Minecraft marketplace skins, maps and packs and store marketing materials.
- Created high quality models and textures for several well received Minecraft packs using Blockbench.
- Created high quality marketing materials for skins and pack using Photoshop or Affinity Photo.
- Created environmental art for map pack in collaboration with other artists and designers.
- Performed outsourced QA work on several external client.

Night Auditor   (2017-2018)
Holiday Inn, Prague, Czechia

- Worked night shifts at hotel front desk, ensuring all guests felt welcome and taken care of.
- Responsible for seamless front desk service and hotel operation during night hours.
- Actively assisted guests with technical and housekeeping issues during absence of respective departments.
- Processed physical and digital customer data in accordance to local law requirements and newly passed GDPR regulation.
- Processed daily turnover and accounting data and performed nightly system day change.
- Created a new night shift manual for junior and new employees on how to carry out all necessary responsibilities.
- Arranged reservations for and housed over 150 guests during a flight cancellation with only 2 colleagues, in single night.

EDUCATION

Vocational – Indie Game Development, Sweden   (2019-2021)

- Intensive,team project-driven program team covering Unity, Unreal, 2D and 3D art, level design, game design, scripting (C#, Blueprints).
- Created several card games, with custom card art and a board game from cardboard.
- Participated in several game jams, including Ludum Dare 47, a jam by Fatshark and jam organized by Eurbanities.
- Over the course of 4 weeks and one gamejam, created art for a 2.5D project in Unity called Tokyo Oni, inspired by The Last Night.
- Created a 3D wildlife ecosystem sim in Unreal with blueprints.
- Lead a team of 16 over 8 weeks, project called Robbery inspired by Hitman and Payday, coordinated work between teams and integrated assets and systems.

High-School Diploma – Multimedia & Marketing, Czechia   (2012-2016)

- A wide range education involving physical and digital mediums, art history, photography, film, design and animation.
- Studied art periods, styles and basic principles or design, photography, paper and clay animation, digital 2d and 3d animation.
- Created still lifes with both pencil and color, freeform illustration based on themes, arts and crafts, sculptures, dynamic photos and designs for advertising and more, some of which were displayed at school and at an art exhibit representing the school.
- Created a highly detailed vector portrait of Timothy Hutton and vectorized key art of Sora from Kingdom Hearts 2.
- Created a 30 page hand drawn comic inspited by Japanese Manga, using Adobe InDesign.

Summary

Developer skilled in gamedev tools, delivering polished experiences for commercial marketplaces (e.g. Minecraft) and enterprise visualisation tools.
With ability to bridge art and code, streamline production and working in cross-functional teams.

Hard Skills

- Game Engines: Unity (C#) • Godot (GDScript) • Unreal (Blueprints)
- Programming: C# • Typescript • GDScript • Zig • Git • Git LFS
- Art: Low-poly 3D modeling • 2d pixel art • graphic design • UI design
- Production Tools: Adobe Suite • Affinity Suite • DaVinci Resolve • Audacity • Blockbench • Blender • Figma • Aseprite

Soft Skills

Cross-functional collaboration, solo and team-driven development, documentation, attention to detail, agile workflow, customer service and communication.

Languages

Czech (native), English (fluent), Bulgarian (passive), Japanese (basic), Swedish (basic).

Contacts

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