Dan Markov "Danidan"



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EDUCATION

American College of Sofia, Sofia, Bulgaria — High School Degree

Sep 2016 - May 2021

- Receiving a Bulgarian and American High School Diploma
- Profiles: Chemistry, Mathematics, English, Spanish
- Electives: Piano, Engineering, News Broadcast

Saxion University of Applied Sciences, Enschede, The Netherlands — Bachelor's Degree

Sep 2021 - Jul 2025 (EXPECTED)

- Receiving a Bachelor of Applied Science in Creative Media and Game Technologies
- Role: Designer
- Minor: Cinematics & VFX

WORK EXPERIENCE

ARCH-I-TECH, Sofia, Bulgaria — Intern

Jan 2018 - PRESENT (2 hrs/week)

- Assisted with building 3D models with 3DS Max, Fusion 360 & AutoCAD
- Video editing with VegasPro & DaVinci Resolve

CHHANA, Pernik, Bulgaria — Intern

Sep 2018 - Feb 2019 (20 hrs/week)

- Assisted with building the electrics of a small barrack
- Assisted with constructing the building

UPWORK, FIVERR — Freelancer

Aug 2021 - PRESENT (10 hrs/week)

- VoxelArt Designs
- Architectural Sketches and CAD
- Video Editing

IMPERIA ONLINE JSC, Sofia, Bulgaria — Game Design Intern

Feb 2024 - Jul 2024 (EXPECTED) (40 hrs/week)

• Crush Them All

ABOUT ME

I am a Bulgarian/American designer with a passion for Game Development and Manufacture, and I have a wide skill set because of it! I mainly focus on 3D Design, ranging from standard mesh modeling and voxel-art to CAD. I love 3D Printing and Laser-Cutting, and have a lot of experience in both. I am also a semi-experienced programmer in a variety of languages. I have many side hobbies as well that come in handy in my work, such as image and video editing, Web Design, music performance and production, and architecture.

LANGUAGES

- Bulgarian Native
- English Native
- Spanish Basic

HARD SKILLS

- Design
- Programming
- Manufacturing
- 3D Art/CAD
- Video Editing
- Music Performance

SOFT SKILLS

- Problem Solving
- Public speaking
- Communication
- Time Management
- Teamwork
- Leadership