



Todor Imreorov

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PROFESSIONAL EXPERIENCE:

2019 apr - Now (Current Job at Calrec) - Full stack developer (React, Typescript, Nodejs, Java, Python, Rust\{t)

- Developed features and fixed issues on several sound engineering apps, working on both frontend and backend in coordination with the c++ core software team - Now in real world Calrec products used in radio and television.
- Built responsive layouts that can adapt to any screen size - from mobile to hi-res desktop and work in dark/light theme mode.
- Worked on apps that run on a range of different products with a partially shared codebase
- Worked on both the typescript/js frontend and the JAVA backend in order to implement new features or improve existing ones.
- Worked on the RUST backend of another application
- Extensive use of Reactjs, nodejs, graphql and other frameworks/libraries with best practices - to create new features and components used in a number of apps
- Converted a big part of the codebase from javascript with flow and proptypes to typescript, from sass to styled components, from old school react to new react with hooks. Experience with refactoring and maintaining a big codebase
- Wrote and maintained jest unit tests for all new features, as well as behave e2e tests (python)
- Managed committing Prs to more than one branch, with the need to cherry pick, refactor/downport, resolve conflicts and so on. Sound understanding of git for collaboration with other devs
- Reviewed other developer Prs, sometimes picked up from WIP branches to finalize features
- Worked with mounting/building/updating docker images
- Filed new bugs and collaborated with testers to find best ways to reproduce and fix issues which may occur on the c++ core, the java backend or the js frontend. Identifying the source and fixing it at the right place and right way

2015 - Now - Programming experience (Can present projects at interview)

- Experience in Typescript, Javascript (+Node.js, Reactjs, Electron, jquery, pixijs, threejs, svelte and others), Html, Css , Bootstrap, Java, Python, gdscript(godot), Git, AHK
- Quick to adapt to and learn other languages and APIs
- Contributed code to a number of open source projects - pull requests approved.
- Became a maintainer on 2 open source projects, reviewing other people's PRs and actively developed new features - all can be seen on github account profile.
- Became a Gsoc 2020 mentor - on Gdevelop - open source game engine using Reactjs for the frontend
- Eagerness to adapt to new requirements - learn new libraries/api and even new programming languages when required.
- Developed and designed a few apps and godot plugins- javascript,electron, nodejs, gdscript, ahk

- Graduated Charles Severance's Python for everybody courses with above 95%, completed multiple js courses

2016 july - 2019 march - Project Coordinator

- Coordinated the scheduling of work to Arqiva engineers - as part of the FST team, while ensuring that the requested work is validated, agreed and has no errors
- Followed the internal processes and actively propose ways to improve them
- Implemented automation tools for the key data entry tasks around those processes - using the AHK api/scripting language. Each tool contains a collection of macros and web crawlers tailored to partially or completely automate the processes. A 6-7 minute job takes 34 seconds with automation - with 13 000 jobs raised on average in the system annually - many working hours are saved. Apart of the big productivity increase, this has greatly decreased the risk of human errors.
- Developed automation software to speed up the work of the rest of the fst team
- Won an Innovation Award from the company
- Excellent understanding of the Microsoft Office Suite and the scheduling software that the company uses
- Prepared monthly reports for other departments and for my line manager
- Responded quickly and responsibly to all requests and queries
- Helped schedulers in the fst with raising gateways
- Took over (and automated) the entire data entry work of raising jobs on the system from the Broadcast change team
- Wrote and maintained tools to aid the work of other departments within Arqiva. This included an application to help record data from call center and generate spreadsheet reports out of it.

2016 jan - june - Tri Soft - 3D artist- Unreal game project

- Hi Poly 3D Character (5-10 k) and Assets - Modelling, Rigging and Animation retargeting
- Normal map baking, setting up PBR materials
- Used Zbrush, Marvelous designer, 3D Coat (pbr texturing), Blender (retopo,uv and rig), Photoshop(cleanup), Unreal (animation retargeting and pbr materials setup)

2015 june - nov - Mediaframe- Cleanup artist - traditional 2D animation production

- Creating 2D animation for a big number of production shots
- Clean up rough traditional animation scenes and color them
- Inbetweens, breakdowns and lipsync
- Keeping close to character sheets, healthy time management and coordination with other team members
- Used TvPaint

2014 oct -2015 feb - Tri Soft - 3D artist- mobile Unity3D game project

- Low Poly 3D Characters - Modelling, Rigging and Animation
- Hard and soft surface modelling for all the assets in the game - buildings, cars, etc
- Uv unwrapping and texturing
- Working fast and efficiently - a huge number of assets completed in a month and a half - most assets in the game (animated and static) - optimized for the game engine and target platform.
- Used Blender (3D assets), Maya (rigging and animation), Krita (textures), Unity3D (material setup, level design, tweaks)

2012 dec - 2013 may - Team 17 and Bradford working academy- 2D and 3D artist - mobile Unity3D game project - Superfrog remake vertical slice

- Art Director and team leader on a project in a team of 6 developers (Won an award for Best Art Direction)
- Created Art Style Guide and Game Design documents
- Concept art, presentations and game in a frame for the meetings with Team 17
- Created all the animated characters in the game (full pipeline) - both 2D and 3D assets were used
- Created a big number of the background textures and some of the background assets
- Worked on finalizing the environment art of the game (level design)
- Low poly 3D Modelling and Rigging
- Used Unity3D, Maya, Blender, Inkscape, Artrage, Photoshop and Adobe Illustrator

2013 July - Aug - University of Bradford - University Representative at Open day events and Animation Festivals

- Give organized tours to visiting Student and Parent Groups
- Represent university at Festivals and other events
- Help with information relative to their interests
- Prepare venue table - setup laptop, projector, advertisement material such as banners, leaflets and so on

2013 July - Aug - Bradford working academy- 2D and 3D artist - mobile Unity3D App project

- Low poly 3D Modelling and Rigging - game engine friendly humanoid baby and mother (Educational mobile APP)
- 2D Flash Animator - player sprites and other animated sprites for the BBC big screen project.
- Used Maya, Blender, Adobe Illustrator and Flash

2012 July - 2013 March - University of Bradford - University Lab teacher/assistant

- Teach students how to use Adobe Flash and Inkscape
- In other modules - help them with Autodesk Maya and Blender
- Prepare example (tutorial) files and Powerpoint presentations
- Assist main teacher during lab sessions
- Artistic and technical aid of second year students

2011 June - 2012 June - Disney Interactive London- Production Intern

Credited on AAA titles. Assisted with and/or took responsibility for:

- Graphic design of pitch presentations and Game Mock ups (Powerpoint)
- Brainstorming game design pitches
- Art direction - Art and design feedback
- Video editing and compositing work (Final Cut Pro and After Effects and moca)
- Recording and Directing sizzle trailers for greenlight pitches on Marvel and Disney ip!
- Paint overs and Concept art
- Part of brainstorms for game and television properties. This work relates to AAA, iOS, and browser based games
- Used Final Cut Pro, After Effects, Photoshop, Adobe Illustrator, Powerpoint, Outlook

2011 April - June - Cogwork Studios - 2D Artist and Animator - mobile games apps

- Created all the assets and 2D animation for 2 mobile iOS games
- Created mockups for game and app pitches
- Used Toonboom Studio, Adobe Flash and Illustrator

2009 Jan - Dec - Assikart - 2D Computer Animator, worked on Scoyo and Bio – Assikart Studio (www.scoyo.de)

- Creating 2D animation for a big number of production shots
- Creating and Managing 2D character libraries for a professional flash production
- Fundamentals of classic animation and working with storyboards
- Good understanding of the production pipeline for flash animation
- Working in a team of animators, meeting the deadlines – good planning and organizing skills
- Used Adobe Flash and Photoshop

2009 - march - Book Cover Illustrator – for “The Salmon Road” by Alistair Heys

Publisher: CONTEXT Ltd

- Working with a publisher and a client- making a number of variations and illustrations to pick from, based on their ideas and instructions
- Dealing with the CMYK color model and setting the illustration for printing - RGB to CMYK and fixing colors that are out of gamut. Print size and layout

EDUCATION:

Studied 3D Character Animation at Animschool Online School

Graduated with a first from the University of Bradford – 3D Computer Animation

Plovdiv University - English Philology- study of literature and language sciences

OTHER SKILLS AND EXPERIENCE:

- Ability to review, analyze and file bugs reports and present feature requests
- Experience in programming with Javascript, AHK, Python, gdscrip
- Experience with Node.js, Electron, React.js, Git
- Active contributor to a number of open source projects: <https://github.com/bluymind>
- Years of experience with Linux – Installing , setting up hardware/network, updating and compiling software. Work on Slackware based distro-Vector Linux- as a packager, bug hunter and graphics guy. Experience in identifying, troubleshooting and filing bugs, feature requests and design proposals - interface mockups
- Years of freelancing as a 2D/3D artist and animator
- English Language - TOEFL degree score – 107/120
- Good understanding of graphic formats, 2D vector and 3D technology
- Experienced with the Microsoft Office Suite - Powerpoint, Excel, Word
- Experienced with Operating System Maintenance - Windows, Linux, OSX
- Work experience as a translator

REFERENCES:

James Brace - Art Director at Disney Interactive Studios - Contact given on personal request.

University of Bradford – Computer Animation personal tutor- Jason Theaker - j.theaker@bradford.ac.uk

Robert Popov – Animation Supervisor at Assikart studios:

Phone: +359 886 104 013

Email: robpopov@contact.bg

Imdb: <http://www.imdb.com/name/nm1490826/>

Zane Whittingham - 2D/3D Animator and Lecturer at The University of Bradford

kathzane@btinternet.com

AWARDS:

[Industry pick award \(Gameloft\)](#) - Game Jam Plovdiv 2014 winner

[3rd place for best art in a video game](#) - Game Republic 2013

[Excellence in education](#) - The University of Bradford

Became a finalist at a [prestigious CG contest](#) - Excellence in rigging:

Got invitations to submit work at 5 animation festivals during first year of university -

[2 Animation short films featured at “The Moscow festival of Contemporary Animation-Linuleum”](#)

(see website/linkedin for more info)

