



ROBERT STEFANOV

03. April 1997 (28)

Artist, Software and Game Developer

Languages

Czech

Native

English

Fluent

Swedish

Basic

Skills

Art

3D modeling

Pixel art

Graphic design

Programming

C#, GDScript

Typescript, Angular,

Zig, Git, Git LFS

Software

Adobe suite

Affinity suite

Blender

Blockbench

Resolve

Audacity

Unity

Godot

Work Experience

Junior Developer at Epiroc

Luleå, Sweden

Mining Intelligence division.

3 years

Dedicated 2D/3D frontend developer, on a suite of tracking and navigation systems used in mines worldwide.

Unity, Angular, Figma and more.

Junior Artist at House of How

Boden, Sweden

9 months

Produced Minecraft marketplace content such as full maps, skins and promotional materials.

Blockbench, Photoshop, Minecraft in-game tooling.

Education

Indie Game Developer, by Future Games

Boden, Sweden

Vocational

2 years

Project based game development education. Art, design, programming. Unity and Unreal.

Multimedia and Marketing, EDUSO

Prague, Czech Republic

Post-secondary

4 years

Comprehensive art education, fine arts, graphic design, animation, film.
Created a 30 page manga and poster as graduation project.

Contact

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