

# Tanya Madeva

(+44)07908096695 · tanyamadeva98@gmail.com · [LinkedIn](#) · [Game Portfolio](#) · [Design Portfolio](#) · Derby, DE1

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## GAME DEVELOPER

I'm a Technical Designer with 3 years of experience working in Unreal Engine VR development. My journey into the games industry started in 2017 when I began my degree at the University of Bolton, and in 2022, I turned my passion for games into a career at nDreams. I focus on blueprint systems, interaction and level design, and creating streamlined UI/UX experiences. I'm passionate about crafting gameplay that's fun, engaging, and immersive, and I'm always looking for new ways to push the boundaries of game design to create memorable player experiences.

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## KEY COMPETENCIES

- **Game Engines:** Unreal Engine (Blueprints, Niagara, Widget Blueprints), Unity (C#), GameMaker
  - **Scripting & Implementation:** Gameplay systems, interaction design, UI/UX creation and implementation, audio design
  - **Prototyping & Design:** Level design, white-boxing, gameplay prototyping, iterative design processes
  - **Tools:** Perforce, Blender, Jira, Photoshop, Figma, Miro, Agile Scrum methodologies
  - **Soft Skills:** Time management, problem-solving, cross-discipline collaboration, communication, adaptability, continuous learning.
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## PROFESSIONAL EXPERIENCE

### nDreams Orbital

#### Junior Technical Designer

Oct 2022 – Oct 2024

- Worked with QA, programming, and art teams to design and implement VR systems using **Unreal Engine 5 Blueprints**.
- Prototyped and polished gameplay mechanics and interactions, focusing on creating immersive and engaging **VR experiences**.
- Took the lead on developing features, balancing independent work with **cross-disciplinary collaboration** to refine and improve systems.
- Created clear and detailed **technical documentation** to support team communication and streamline workflows.

### nDreams Orbital

#### Graduate Technical Designer

Apr 2022 – Oct 2022

- Used blueprint prototyping to develop and test gameplay features, ensuring they were functional and ready for iteration.
  - Led the **audio implementation** for a Proof of Concept demo, helping to create a more immersive and polished experience.
  - Supported the design team by integrating features, troubleshooting issues, and contributing to improvements in game functionality and design processes.
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## PROJECTS

### Unannounced VR Multiplayer Project | Meta Quest 2 & 3

nDreams Orbital · 2022 - 2024

- Contributed to the project from early development, delivering features both independently and as part of a team alongside programmers and artists.
- Took full responsibility for implementing audio in the Proof of Concept demo, contributing to its polish and immersion.
- Used Unreal Engine 5 Blueprints extensively to prototype and build VR gameplay features.

- Created real-time visual effects with Niagara VFX to enhance the player experience and bring interactions to life.
- Earned a promotion to Junior Technical Designer in recognition of my contributions and impact on the project.

### **Wellbeing Town | Microsoft Windows**

University of Bolton · 2020 - 2021

- Stepped into a technical role when the team didn't have a programmer, ensuring we could move forward without delays.
- Built an interactive dialogue system using Unreal Engine 4's AI Behaviour Tree to add depth to the game.
- Fully implemented the game's UI, focusing on usability and clarity.
- Created a first-time user experience (FTUE) and a simple economic system to support gameplay progression.
- Managed all aspects of audio, from sourcing to implementation, to enhance the game's overall atmosphere.

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## **EDUCATION**

### **MA Game Development**

Merit · 2020 - 2021

University of Bolton

### **BSc (Hons) Game Design**

First Class Honours · 2017 - 2020

University of Bolton

## **CERTIFICATIONS & EXTRACURRICULARS**

### **International Student Representative for Bulgarian Applicants**

University of Bolton · 2018 - 2020

### **Student Representative, Creative Technologies and Games Design**

University of Bolton · 2019 - 2020

### **DBS Level 1 Diploma - Creative Industries**

B2W · 2022