

Georgi Kostov

Senior Unity Developer | Game Designer | Educator

Linz, Austria

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PROFILE

Senior Unity developer and game designer with 10+ years of experience delivering interactive products, games, simulations, and XR experiences from concept through release. Strong across Unity and C# engineering, architecture, UX, prototyping, performance optimization, and cross-device QA. Experienced in technical collaboration, code review, mentoring, and translating complex requirements into clear, maintainable experiences.

Unity and C#

XR and Mixed Reality

Game and Interaction Design

Architecture and Code Quality

Performance and Device QA

Mentoring and Teaching

Applied AI Workflows

EXPERIENCE

Senior Unity Developer

2025 - Present

NXRT

- Design and implement new HeroShow features in Unity and C#, collaborating closely with the development team.
- Review pull requests and reinforce clean, maintainable code through code reviews, documentation, and shared engineering practices.
- Improve stability and performance through profiling, bug fixing, platform-specific optimization, and QA across tablets, XR headsets, and other target devices.

Senior Unity Developer

2023 - 2024

Ocean Maps

- Developed and maintained Unity and C# features for interactive 3D products, contributing to architecture and long-term codebase quality.
- Owned UX and interface design for new tools, translated product needs into technical concepts, and supported junior developers.
- Coordinated project organization and maintained specifications and software documentation in ClickUp.

Part-time Lecturer and Unity Workshop Lead

2023 - Present

University of Applied Sciences Upper Austria | University of Art and Design Linz

- Teach game design with purpose, mixed reality, location-based technologies, and practical Unity development.
- Guide student teams from research and concept development to playable prototypes, reviews, and final presentations.

Unity Developer

2022 - 2023

Trackbar

- Embedded a Unity module in a Flutter application to visualize real-time workout curves from a custom tracking sensor.
- Designed game concepts and interaction ideas to expand the product's feature set and user engagement.

Unity Game Developer

2015 - 2022

Playful Interactive Environments

- Led strategy and simulation game development from concept to publication using Unity and C#.
- Integrated AR, VR, mapping, tracking, and networking technologies including ARKit, ARCore, Vuforia, Mapbox, SteamVR, MRTK, UNET, and Mirror.
- Contributed to applied game research, created audiovisual assets, and mentored student projects.

Earlier Media Production Experience

2011 - 2015

redaktion24.de | V4 GmbH

- Produced and edited digital video, motion graphics, and visual effects, building a strong foundation in audiovisual storytelling and production workflows.

TECHNICAL SKILLS

Engineering

Unity, C#, architecture, clean code, code review, Git, debugging, profiling, performance optimization

XR and Platforms

AR, VR, mixed reality, Meta Quest/Oculus, ARKit, ARCore, MRTK, SteamVR, Vuforia, tablets and mobile

Product and Delivery

Game design, UX/UI, prototyping, interaction design, device QA, documentation, mentoring, applied AI workflows

EDUCATION

M.Sc. Game and Interactive Media Design

2013 - 2015

University of Applied Sciences Upper Austria

B.Eng. Audiovisual Media

2009 - 2013

Stuttgart Media University

LANGUAGES

Bulgarian: Native

English: Full professional proficiency

German: Full professional proficiency

SELECTED PUBLICATIONS

Invisible Walls: Co-Presence in a Co-located Augmented Virtuality Installation

CHI PLAY, 2017

City Makers: Insights on the Development of a Serious Game to Support Collective Reflection and Knowledge Transfer

International Journal of E-Planning Research, 2017

Singularity: Designing a Cooperative Mixed Reality Game for a Co-located Setting

DiGRA/FDG, 2016