



MARTIN BAKARDZHIEV

🌐 Sofia, Bulgaria

✉ martin@commadot.net

☎ +359 889 289 557

🔍 <http://martin.commadot.net>

*game designer generalist with experience in RPGs, strategies, puzzles, adventure games
producer in my own indie company for board/card/roleplaying games and
versatile visual artist with 10+ years of experience.*

SOFTWARES

●●●●●	Photoshop
●●●●●	Illustrator
●●●●●	After Effects
●●●●●	Premiere
●●●●●	3ds Max
●●●●○	Figma
●●●●○	Blender
●●●●○	Unity 3D
●●●○●	UE4
●●●○●	Godot

LANGUAGES

●●●●●	Bulgarian
●●●●●	English
●●●○●	French
●●●○●	HTML5
●●●○●	CSS3
●●●○●	JavaScript
●●●○●	Lua

OTHER SKILLS

music composing
video making and editing
hand/digital drawing
motion design/animation

FAVORITES

Fallout 1&2
Heroes of Might and Magic 3
Hollow Knight
Half-Life
Secret of Monkey Island
Breath Of The Wild
Inside
Hyperlight Drifter
Disco Elysium
The Stanley Parable
Return of the Obra Dinn

EXPERIENCE



2021-2025

game designer @ Haemimont Games

Worked in the fields of quest design, content design, narrative, UX, scripting for Jagged Alliance 3 and Stranded: Alien Dawn

2019-2021

game designer @ Kvaba Interactive

Worked as a solo game designer and project lead from preproduction to releasing the game Space Patrol: Co-op adventure

2016-2019

3d artist @ Pocket Room

Co-managing a company for architectural visualizations
Responsible for modeling, texturing, lighting, rendering, post-production.

2013-2016

2d/3d artist @ PixelPool Inc.

Created over 500 photorealistic 3d images for retail brands such as Nike, Levi's.
Involved in: modelling, texturing, lighting, rendering, post-production

2011-2012

architect @ Outline Architects

RELEASED GAMES



2023

Jagged Alliance 3

designed and scripted 4 quests, 10 levels and 12 characters,
defined combat camera behavior, provided direction for all VO recordings

2023

Stranded: Alien Dawn

content design, writing, playtesting, QA

2020

Space Patrol: Co-op Adventure

project lead, game design, level design, narrative, UX

2019

Who Shot The Sheriff

designed and produced my own social deduction role playing game
regularly hosting public LARP playthroughs as DM

EDUCATION



2005-2011

UACEG, Sofia

Master of Architecture (M.Arch)

2000-2005

Romain Rolland Foreign Language School

English/French

ACHIEVEMENTS



DICEWIDEOPEN

owner and producer of my own company for analogue games

SOFIA GAME JAM

product designer, co-organizer and multiple 1st prize winner

TABLE TOP EVENTS

avid player and DM of my own games as well as mods of other systems
(DnD, Blades In The Dark, Tales From The Loop, Blood Sword)

DEXTROPHOBIA - ESCAPE FROM PLANET

creator of live-action narrative driven games for 100+ players