



# Tihomir Tilev

Game designer and developer with a shipped commercial title and hands-on AAA production experience as a QA tester at SEGA. Designed and built *Skyward Dream* solo, a first-person narrative platformer game released on Steam, applying structured design principles across level architecture, mechanic progression, and player experience. Four shipped titles in QA across international development teams have built a systematic understanding of how games break, which directly shapes how I build them. Looking to channel that dual perspective into a role where both sides of that experience matter.



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Sofia, Bulgaria

## SKILLS

Unity C#

Game Design

Level Design Jira

Google Workspace

MS Office Suite

ClickUp

Problem-solving

Critical thinking

Multitasking

Communication skills

Analytical thinking

Fast learner

Team player

## LANGUAGES

English  
*Professional Working Proficiency*

Bulgarian  
*Native or Bilingual Proficiency*

## INTERESTS

Technology

Japanese language

Doing personal projects

Video Games

## WORK EXPERIENCE

### Functionality and Localization QA SEGA

01/2025 - Present

Sofia, Bulgaria

*Achievements/Tasks*

- Shipped 4 commercial titles across functionality and localization QA, including *Sonic Racing: CrossWorlds* and *Persona 3 Reload* for Nintendo Switch 2
- Investigated and reported hundreds of issues across the full severity spectrum, from cosmetic suggestions to S-tier crashes and hard locks, with clear, reproducible documentation for development teams
- Collaborated with Japanese, American, and European development studios, adapting to different workflows, pipelines, and communication standards depending on each team's needs
- Authored internal documentation including testing guides, test plans, and test cases, ensuring consistent methodology across the team
- Applied multiple QA methodologies and toolsets across different production pipelines, adjusting approach to match the requirements of each project and studio

### Game Developer Kefrost Manufacture

12/2023 - 09/2024

Sofia, Bulgaria

*Achievements/Tasks*

- Designed, developed, and shipped *Skyward Dream* as a solo developer, from initial concept and GDD to Steam storefront release
- Managed the full production pipeline solo, including task scheduling, milestone planning, and delivery against self-imposed deadlines
- Maintained an iterative design process driven by continuous playtesting, incorporating feedback from third-party testers at each production stage
- Conducted individual testing to ensure a bug-free product, followed by additional feedback from third-party testers
- Conducted systematic bug testing throughout development, triaging, and resolving issues independently prior to release

## EDUCATION

### C# Web Development Software University (SoftUni)

10/2017 - 05/2020

Sofia, Bulgaria

*Courses*

- Technology Fundamentals
- C# Advanced
- JS Advanced
- ASP.NET Core

### Secondary School "Zheleznik"

09/2006 - 05/2018

Stara Zagora, Bulgaria