



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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SKILLS

Unity 6

C#

Level editor tools

Git

Game Design

Level Design

Jira

Confluence

Test planning and documentation

Google Workspace

MS Office Suite

LANGUAGES

English

Professional Working Proficiency

Bulgarian

Native or Bilingual Proficiency

INTERESTS

Game design theory

Japanese language and culture

Game mechanics analysis

Video game and console collecting

Game history and preservation

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

Indie 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 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