# Stefan Filipovski



Gameplay Programmer (C++ / C#) – Game Development Student


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## PROFILE

Third-year Game Development student at Howest, specialising in gameplay programming, game AI and game design. Experience in C++ and C# with Unreal Engine 5 and Unity, in solo and team projects. Seeking an internship from February to June 2027.

## EDUCATION

**Bachelor in Digital Arts and Entertainment – Game Development** 2024 – 2027
*Howest – Digital Arts & Entertainment, Kortrijk, Belgium*

**RUN-EU "Game for Game" Programme – International Game Project** 2024, 4 weeks
*IPCA (Polytechnic Institute of Cávado and Ave), Barcelos, Portugal*

**International Baccalaureate Diploma Programme** Diploma available on request
*NOVA International High School, Skopje, North Macedonia – Higher Level Mathematics and Physics*

## PROJECTS

**Freeflow Combat System** – Solo · Unreal Engine 5, C++ 2026

- Implemented an Arkham-style melee combat system: target selection, data-driven attacks, counters and coordinated enemy attacks.
- Derived hit timing automatically from animation bone data instead of hand-placed markers.

**Roombarena** – Developer · Unity, C# · Team of 7, 5 months Released on itch.io, 2026

- Implemented reflection-based projectile physics, player hit detection and health, and the debris vacuum mechanic.
- Developed four special projectile types and integrated the artists' animations; worked with Perforce and HacknPlan.

**School Anxiety Training VR** – Programmer · Unity, C#, Meta Quest 3 · Team of 7, client project 2026, in progress

- Implemented VR classroom interactions (head movement, pointing, raising a hand) for students aged 11 to 15 with selective mutism.
- Separated the headset application from a laptop control panel operated by a second person.

**Worms of Wisdom** – Lead game designer and programmer · Unity, C# · Team of 4 2024

- Led the design and implemented worm movement, collectibles and popups, game states, the level and enemy AI.
- Selected for the RUN-EU "Game for Game" programme; guided teammates with no prior Unity experience.

**Planet Fall** – Solo · Unreal Engine 5, Blueprints 2024

- Developed a first-person survival horror demo with resource systems, stealth and Behavior Tree enemy AI; reduced project size from 7.1 GB to 2.5 GB.

**Skopje Air 3D** – Solo · three.js, JavaScript · skopjeair3d.com 2026

- Developed a live 3D air-pollution map of Skopje using open-world rendering techniques: frustum culling, level of detail and adaptive resolution.

## SKILLS

**Programming:** C++, C#, Unreal Blueprints
**Game engines:** Unreal Engine 5, Unity
**Tools:** Visual Studio, Git, Perforce, HacknPlan (agile task tracking)
**Languages:** Macedonian (Native), English (Fluent), French (B2, certified), Bulgarian (Proficient)

## INTERESTS

Cooking, basketball and content creation.