

# Melih Redzhebov

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## Profile

- Final-year Game Development student experienced in Unity and C#, focused on structured interaction systems and technical implementation. Built algorithm-based tools and real-time Unity projects and gained experience integrating external systems in a production environment. Seeking a graduation internship in game development starting September 2026.

## Experience (Game & Software)

### GAME DEVELOPMENT PROJECTS — ACADEMIC & PERSONAL

- Built gameplay mechanics, player interaction, and input-driven systems in Unity
- Contributed to an interactive training project (VR) for Blood Pattern Analysis (BPA) developed in collaboration with the Forensic Police
- Implemented interaction logic and structured tutorial flow using XR Interaction Toolkit
- Built a procedural maze generator implementing Randomized DFS and Aldous–Broder algorithms
- Iterated on gameplay and systems through testing and feedback

### SOFTWARE DEVELOPMENT INTERN | WEDA | AUG 2024 – JAN 2025

- Implemented REST API integrations between CCV payment terminals and WEDA's POS system
- Handled asynchronous payment flows and system state logic
- Debugged and improved production software in an active development environment

## Education

### GAME DEVELOPMENT (BSC) | 2022 - PRESENT | AMSTERDAM UNIVERSITY OF APPLIED SCIENCES (HVA)

- Developed multiple game projects focused on gameplay mechanics and interaction
- AI Minor: Built a Named Entity Recognition (NER) labeling tool for Dutch legal rulings (University of Amsterdam)

### SOFTWARE DEVELOPMENT | 2018–2021 | MBO COLLEGE ALMERE

- Developed software and web applications with focus on logic, data handling, and UI flow.

## Technical Skills

- **Programming:** C#, Unity, Asynchronous logic handling, Debugging, Procedural systems
- **Game development:** XR Interaction Toolkit, VR, Gameplay logic, Interaction systems
- **Tools:** Git, Postman, Azure DevOps
- **3D / content:** Blender, PBR texturing (Substance Painter, Quixel Mixer)

## Languages

- Dutch (Fluent) · English (Fluent) · Turkish (Native) · Bulgarian (Native)