

# Melih Redzhebov

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## Profile

- Fourth-year Game Development student with experience in gameplay programming, technical systems, and building interactive projects in both games and web/software. I enjoy combining technical problem solving with creative design, and I've worked on projects across game development, AI, and software development. Currently seeking a Game Development / Gameplay Programming internship where I can contribute to a team and gain hands-on industry experience.

## Education

### **GAME DEVELOPMENT | 2022 – PRESENT | AMSTERDAM UNIVERSITY OF APPLIED SCIENCES (HVA)**

- Built multiple game projects focused on gameplay mechanics, player interaction, and core systems
- Worked on a VR training prototype for Blood Pattern Analysis (BPA) in collaboration with Forensic Police
- AI Minor: Named Entity Recognition (NER) labeling tool for Dutch legal rulings — built for Arbeidsmarktresearch (University of Amsterdam)

### **SOFTWARE DEVELOPMENT | 2018 – 2021 (COMPLETED) | MBO COLLEGE ALMERE**

- Completed a wide range of software and web development projects
- Built interactive applications such as a car rental system, focusing on logic, UI, and data handling

## Work Experience

### **SOFTWARE DEVELOPMENT INTERNSHIP | WEDA | 08/2024 – 01/2025**

- Built REST API integrations between CCV payment terminals and WEDA's POS system
- Developed API integration between Zoho Desk and internal WEDA-systems
- Worked on daily development tickets, including bug fixes, improvements, and feature extensions

### **JUNIOR WEB DEVELOPER INTERNSHIP | HETKANBETERONLINE.NL | 08/2019 – 02/2020**

- Designed, developed, and improved websites for clients

## Skills

### **GAME DEVELOPMENT**

- Unity, C#
- Gameplay Programming (mechanics, systems, input)
- Procedural Generation
- VR Development

- Level Design
- Game Testing & Iteration
- C++

## **AI**

- Python, PyTorch, Transformers
- ML/DL foundations: training workflows, loss functions, optimizers, regularization
- Evaluation: train/validation/test split, precision/recall/F1, error analysis
- NLP: tokenization + fine-tuning pretrained models (NER)

## **WEB/ SOFTWARE**

- JavaScript
- Node.js, Express.js
- HTML, CSS/SCSS, Bootstrap, Tailwind CSS
- REST APIs, API Integration
- EJS, Axios, JSX

## **3D & ART**

- Blender (3D Modeling)
- Environment/ Asset Creation
- PBR Texturing (Substance Painter, Quixel Mixer)

## **TOOLS**

- Git
- Postman
- Azure DevOps
- Adobe Photoshop

## **Languages**

- Dutch – Fluent
- English – Fluent
- Turkish bUL– Native
- Bulgarian – Native

## **Hobbies**

- Chess • Reading • Football • Gaming