



Game Designer with shipped experience on Star Trek Online, specializing in mission and encounter design, gameplay implementation, AI scripting, and FSM behaviors. Experienced across the production cycle from initial design and whiteboxing through implementation, testing, and polish..

Nikolay Minchev

Portfolio:

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[LinkedIn Profile](#)

Skills

- Mission and Encounter Design
- Gameplay and Engine Scripting
- AI Scripting and FSM Behaviors
- Content Implementation and Whiteboxing
- Testing, Balancing and Polish
- Design and QA Documentation

Languages

English: C1 level

Bulgarian: Native language.

References

[View Recommendations](#)

Experience

Junior / Game Designer - Cryptic Studios

06/2025 – present

- Content Designer for the Action MMORPG Start Trek Online
- Content Design
- Game Scripting
- Encounter Design
- Planing and documenting

Senior Game Master – Deca Games

12/2024 – 06/25

- Content Designer for the Action MMORPG Start Trek Online
- Content Design
- Game Scripting
- Encounter Design
- Planing and documenting

Game Master – Deca Games

12/2023 – 12/2024

- Content Designer for the Action MMORPG Start Trek Online
- Content Design
- Game Scripting
- Encounter Design
- Planing and documenting

01/2001 - 12/2023

All round IT administrator – Nikom LTD, Primorsko

- Setup IT infrastructures
- Problem solving (hard- and software)