

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:

https://nikolayminchev.com/

Phone:
+359 888 380 984

E-Mail:
nik.m.minchev@gmail.com

Address: Burgas, k-s Lazur 79.

Linkedin:
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)