

Mitko Prodanov

Senior Gameplay & AI Programmer

Experience

Mitko Prodanov

Residency in Budapest, Hungary

<https://www.linkedin.com/in/mitko-prodanov-920b55b7/>

Kreator Studios (Stockholm) / Senior Developer

2025 July - 2026 March, Budapest (Remote)

Guided the project from the interactive pitch to a playable version in a startup environment. Introduced Unreal GameSync to support collaborative code development in the flow. Established the networking foundations of the project alongside various game/gameplay feature/system.

Imagic Labs / Developer

2025 January - 2025 July, Budapest (Remote)

I took a detour to an innovative image/gallery based startup project to experience both mobile development, and integrate usable SOLID/CleanCode principles into my repertoire.

Mentor Game Studio

2022 September - Present, Budapest

I founded a company to collaborate with international partners, such as Flying Wild Hog. After our collaboration concluded, I shifted my focus to developing my own game project and assembling a gameplay feature developer team. Since the industry underwent significant changes, I redirected my efforts toward exploring individual opportunities.

Flying Wild Hog - Cracow Studio / Senior Gameplay Programmer

2021 October - 2023 November, Budapest (Remote)

Supporting several different gameplay features on a sci-fi online co-op action RPG project, Space Punks in Unreal Engine 4. Here, I took the opportunity to study GAS with Unreal Engine 5.

<https://flyingwildhog.com/games/space-punks/>

Primal Game Studio / Senior Gameplay & AI Programmer

2012 - 2021, Budapest

I have been working on the AAA title Supernova, a sci-fi strategy MOBA. I was responsible for the crowd movement and behaviour of the army waves combining a flock-like movement simulation with pathfinding-based calculations and worked a lot on the ability system, and commander abilities.

<https://primalgs.com/supernova/>

I've contributed to several smaller in-house games including the puzzle adventure Around, where I took on the role of lead programmer, guiding the project until the early MVP stage.

<https://aroundadventure.com/>

I was also in the team supporting products in the League of Legends universe with Riot Games.

I was part of a Swedish team reworking a monolithic MMO game server into a microservice-oriented one. During this time I experienced practical, dynamic, forward-oriented Agile I am trying to follow ever since and improved a lot in modern C++ as well.

Black Hole Entertainment / Gameplay & AI Programmer

2009 - 2012, Budapest

Joined the development of Might and Magic: Heroes VI at an early stage. I was responsible for the campaign AI system, which is controlling the enemies' behaviour in accordance with the narrative flow and worked a lot on the ability system, and unit and boss abilities.

<https://www.ubisoft.com/en-gb/game/might-and-magic-heroes-6>

Ericsson Hungary / Professional Consultant

2007 - 2008, Budapest

Developing a software in C language, analysing backbone network traffic in the Traffic Lab.

Education

Budapest University of Technology and Economics / MsC

2004 - 2012, Budapest

Faculty of Electrical Engineering and Informatics

Computer Engineering

Thesis on Visual effects with computer post-processing

Teleki Blanka High School

2000 - 2004, Székesfehérvár

Science Specialization

Skills

Familiar with several

- CPU programming languages (C, C++, C#),
- shader programming languages (HLSL, GLSL, Cg),
- graphics/multimedia APIs (OpenGL, DirectX), and
- game developing frameworks/engines (Unity, Lumberyard, Unreal Engine 4, 5 (& GAS)),

DeepLearning.AI certificate (TensorFlow Developer)

Intermediate English language exam, and actively using the language in everyday work.

Hobbies

Actively paragliding both as a solo and as a tandem pilot.

Formerly speedcubing for a while.

Studied the game of go, till the level of 1 dan.

Fan of board games, table football.