Bogomil Petrov

Creative technologist, XR developer and game designer

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Profile

I've spent nearly a decade designing games, developing systems and writing scripts for games and immersive experiences. My work ranges from cooperative puzzles to mixed-reality applications that let people take apart a model of an underground mine or walk through a virtual hotel.

Experience

Mirazh Works

Founder & Managing Director · July 2026–present

I founded Mirazh Works to pursue creative, technological and entrepreneurial ventures.

Immersive Business

Immersive Technician / Developer · Joined 2021

I worked with a team in Penryn to help businesses across Cornwall and the Isles of Scilly explore and implement XR. Projects included a VR hotel mapped to a physical room and an interactive HoloLens 2 model of an underground mine.

Selected projects

Divide · I built a HoloLens 2 puzzle prototype that lets one player control two characters and walk around the holographic board to uncover their different perspectives.

Rapture VR · I produced the soundtrack in Reaper, modelled the arena in Gravity Sketch and scripted a gesture-driven boss fight in Unity for Quest 2.

Paralight · I designed puzzles and systems, worked on camera animation and implemented C# prototypes for a two-player adventure.

Education

BA (Hons) Creative Virtual Reality · Falmouth University, 2020–2022

Game Development (Design) studies · Falmouth University, 2018–2020

Tools and languages

Tools · Unity, C#, Visual Studio, Unreal Engine, Blender, Gravity Sketch and Reaper.

Languages · Bulgarian (native), English (C2) and Russian (basic comprehension).