Maksym Kopychko

Passionate Junior Game Developer adept at leveraging Unreal Engine and C/C++ to build engaging gaming experiences. Proven ability to enhance popular titles like Friday Night Funkin' and Ravenfield through creative game modding, utilizing Lua, Python, and C#. Continuously expanding expertise in coding, design (Photoshop, Cinema 4D), and game mechanics while pursuing a Bachelor's in Computer Engineering at NTU "KhPI", driven to innovate and elevate player immersion.

PERSONAL DETAILS

Okhtyrka, Ukraine

+380669702817

MaxymKopychko@mail.com

Date Of Birth
18/09/2006

SKILLS

- Self-learning
- Problem-solving
- Teamwork
- Creativity
- Adaptability
- HTML/CSS
- JavaScript
- Lua
- Python
- C/C++
- Unreal Engine
- Game Design

EDUCATION

Sep, 2023 - Present

Bachelor's degree
National Technical University «Kharkiv Polytechnic Institute» | **Kharkiv**

COURSES

Dec, 2020 - Feb, 2022
Web Development & Game Development | IT Start Evolution

PROJECTS

Jan, 2024 - Jan, 2024

The Loop Place

This project is a **horror-puzzle** game developed in C using the SDL2 library. It features multiple detailed locations such as schools, hospitals, and libraries, where players detect anomalies in everyday objects by observing unusual animations, textures, and behaviors. The game combines atmospheric visuals and sound with logical investigation and interactive gameplay. My role as Main Designer involved contributing to the game's visual design, creating graphics, and assisting with coding to support gameplay features and smooth animations. The project uses SDL2 for graphics and input, SDL2_image for high-quality images, and SDL2_mixer for the atmospheric soundtrack.

Dec, 2024 - Dec, 2024

Messenger "Uchat"

Our messaging app **UChat** is written in C with a client-server architecture using sockets. The frontend uses GTK4, and the backend supports user authentication, encrypted messaging (OpenSSL, Libsodium), SQLite storage, and audio via GStreamer. I worked as the second programmer, focusing on audio features, base64 encoding, and secure data transfer. We followed a structured process of research and teamwork. Key features include login, chat management, encrypted messages, and a basic GUI. The build uses Makefiles and Docker for easy deployment.

LANGUAGES

Ukrainian
Native speaker

English
B2

German
B1

WEBSITES & SOCIAL LINKS

Linkedin

GitHub

Portfolio website

Apr, 2025 - May, 2025

Card Game

Card Game is a full-stack multiplayer browser game where players register, log in, and battle in real-time using custom cards. Built with Node.js, Express, MySQL, and a modern JavaScript frontend (Tailwind CSS, WebSocket), it features turn-based gameplay, session control, and match history.
I served as the **UI/UX designer**, creating card designs, screen layouts, and a distinctive **medieval cyberpunk post-apocalyptic** visual style. The game includes animated interactions, a split battlefield view, and over 20 unique cards with stats like attack, defense, and cost. Key features: JWT auth, WebSocket-based multiplayer, single active session, and animated UI with GSAP & AOS.

Nov, 2024 - Dec, 2024

ShortToLongFilename

ShortToLongFilename is a Windows C++ utility that converts legacy FAT32 8.3 short filenames to their corresponding long filenames. Developed to demonstrate FAT32 filesystem operations and Windows API usage, it automatically detects FAT32 drives, recursively searches files by short name, and displays full long names with complete paths. Features case-insensitive search and UTF-8 console output. Built with Visual Studio using Windows APIs (windows.h, Shlwapi.lib), it runs on Windows 7 through 11. The core logic resides in the FAT32FileSearcher class. This tool is ideal for managing files on legacy FAT32 systems needing quick retrieval of long filenames.