










Demid Strukov

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Game Developer

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Personal

A skilled game developer that is enjoy creating games as much as playing them. Focused on AI & gameplay development. Communicative and ready to seek new opportunities in education and self-improvement.

Skills

Programming Languages

C/C++	Advanced
C#	Intermediate
Python	Intermediate
Lua	Intermediate
SQL	Beginner

Tools & Technologies

- | | |
|-------------------|--------------|
| • Unreal Engine 4 | • Unity |
| • Visual Studio | • GitHub |
| • Perforce | • Blender 3D |
| • Photoshop | • Jira |
| • JetBrains Rider | |

Fields

- | | |
|----------------|------------------|
| • Gameplay | • Multiplayer |
| • Optimization | • User Interface |
| • AI | • Visual Effects |
| • Animation | • Game Design |
| • World Design | • VR |

Languages

English	Intermediate B2
Russian	Native
Ukrainian	Native

Employment

Unreal Developer 5 – Encore

Apr. 2022 – Dec. 2022

Metaverse runner game based on combining NFT and Action multiplayer game. Refactor of existing code base. Improving animation management system. Refactor of game UI. Testing and optimizing app build. Creating an AI bot, that behaves like a player.

Unreal Developer 4 / Unity – Monolith Mind

Feb. 2021 – March. 2022

Developing of CCG type game. Implementing and management of game logic, mostly related to UI. Debugging and fixing bugs. Improving overall experience of the game.

Unreal Developer 4 – Rogue Arts

Dec. 2018 – Sept. 2020

Action multiplayer battle royal game. Develop, implement & improve new gameplay features. Ensure that everything is working correctly in multiplayer. Writing clean C++ code.

Junior Unity Developer – Upwork freelance

Aug. 2018 – Nov. 2018

Develop and implement game logic, based on client preferences, completely from scratch. Communicate with client directly, provide advice and solutions for specific tasks.

Junior C++ Programmer – 360Bound

Jun. 2016 – Sep. 2017

Improve and develop a program core. Debug program for any potential errors.

Certificates

CCNA Routing and Switching: Introduction to Networks

ID 2019-2046

Education

The National Technical University of Ukraine
"Igor Sikorsky Kyiv Polytechnic Institute"

Radio Technician - Master

2021 – 2023

The National Technical University of Ukraine
"Igor Sikorsky Kyiv Polytechnic Institute"

Radio Technician - Bachelor

2018 – 2021

Berdiansk University of Management and Business

Software engineer

2014 – 2017