# **Demid Strukov**

## Game Developer

Ukraine

**3** 27 July 1998

**4** +38 (099) 089 55 95

https://github.com/CrishNate <u>demidemidl@gmail.com</u>

@crishnate

#### Overview

Greetings, I'm Demid Strukov Software and Game Developer. I have big experience with wide variety of game genres. Always ready to learn new tools and to work in different stress environments. My hobby is making AI/Bots, Modeling, Video Editing.

Skills

#### Programming Languages

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

#### Tools & Technologies

• Unreal Engine 4 Unity Visual Studio GitHub

• Blender 3D Perforce

• Jira Photoshop

• JetBrains Rider

#### **Fields**

 Gameplay Multiplayer

 Optimization **Cybersecurity Essentials**  Al Visual Effects

• Game Design Animation

• User Interface

 World Design VR

#### Languages

English B1 Russian Native Ukrainian Native

#### Employment

#### Junior C++ Programmer - 360Bound Jun. 2016 - Sep. 2017

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

#### 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 advices and solutions for specific tasks.

### Middle Unreal Developer – Rogue Arts

• Develop, implement, improve gameplay mechanics, based on game document and from given tasks. Ensure that everything is working correctly in multiplayer

• Writing clean C++ code.

#### Education

### Berdyansk University of Management and Business Software engineer

2014 – 2017

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

Radio Technician

2018 – present

#### Certificates

#### CCNA Routing and Switching: Introduction to Networks

#### Personal

The ability to quickly master a new software product, technology. Possession of creative abilities. The presence of the desire to work and earn.