Demid Strukov

Game Developer

🇺🇦 Ukraine

27 July 1998

📞 +38 (099) 089 55 95

https://github.com/CrishNate

demidemid1@gmail.com

@crishnate

Certificates

CCNA Routing and Switching: Introduction to Networks
ID 2019-2046

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.

Unreal Developer 4 – Rogue Arts
Dec. 2018 – Sept. 2020

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.

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 5 – Encore
Feb. 2021 – March. 2022

Metaverse 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.

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