

Demid Strukov

Game Developer

 Ukraine



27 July 1998



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@crishnate

Skills

Programming Languages

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

Tools & Technologies

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

Fields

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

Languages

English	Intermediate
Russian	Native
Ukrainian	Native

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

Berdiansk University of Management and Business

Software engineer

2014 – 2017

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

Radio Technician

2018 – present