

Levend Abdyli [Game Programmer]

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I'm a passionate programmer who loves building efficient systems and finding creative solutions.

EDUCATION

Event Horizon School, Italy

Advanced Certificate in Game Programming

October 2020 - September 2023

IIS Silvio Ceccato - Informatics

Technical Diploma in Computer Science

September 2015 - June 2020

TECHNICAL SKILLS

Programming Languages: C++, C#, HLSL, C, Java, PHP, HTML, CSS, Python

Tools: Rider, Visual Studio, Git, IntelliJ, Blender, Gaea, Aseprite, Photoshop, Ableton

Frameworks & Engines:

Unreal Engine 5

- **GAS:** Gameplay Ability System
- **Slate UI:** User interface framework

Unity

- **ML-Agents:** Machine Learning Agents toolkit
- **DOTS:** Data-Oriented Technology Stack
- **Yarn:** Yarn Spinner (dialogue management system)

WORK EXPERIENCE

Event Horizon School

Professional Game Programming Teacher

[Padova, Italy](#)

October 2021 – Present

2024:

Oversaw three classes, specifically focusing on third-year students in **C++ using Visual Studio**. Guided them through a **text adventure** to build foundational skills, then progressed into a **hybrid C++ and blueprint project**. Assisted these students in **developing and testing console games** meant to be showcased to **publishers**, while guiding them through two major projects: a **game for publishers** and a **specialization project** focused on **AI, UI, shaders, or gameplay programming**. Provided mentorship on **code quality, optimization, and documentation** throughout their projects.

2023:

Managed two classes, introducing **C# fundamentals** to first-year students, while second-year students progressed to **mobile game development**. Taught **blueprint systems, actor components, and AI programming using behavior trees**. Led students through a **six-month project**, emphasizing **project management and teamwork**.

2022:

Taught first-year students **object-oriented design** in C# through practical applications of **singleton patterns, object pooling, and system architecture**. Guided students in creating **game mechanics and tools**, while mentoring them through team projects involving **game design and 3D/2D art for PC development**.

Safe Place Studio
Game Programmer

Padova, Italy
January 2021 – *Present*

2024:

Designed a flexible **AI system** for streamlined configuration of behaviors via a **user-friendly** interface. Enabled dynamic customization of complex AI actions, simplifying the management of AI behaviors while ensuring adaptability and efficiency.

2023:

Developed a **dynamic asset management tool** with dependency handling, seamlessly integrated into the project hierarchy. **Designed an intuitive UI and HUD** with visual indicators to enhance usability. Optimized system performance by implementing efficient algorithms for the setup and management of parameters, visual elements, and behaviors.

PERSONAL NOTES

In my spare time, I enjoy **snowboarding** and **playing tennis**. I also love spending time with my cat at home. When I'm not hanging out with friends, I dive into new software and tools to level up my skills, as my love for **gaming** fuels my creativity in **game development**. I'm fluent in **English** and speak **Albanian** and **Italian** natively, which helps me connect with diverse communities in the gaming world.

REFERENCES

References are available upon request. Please feel free to reach out to me via email or phone for further information.