

# 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**.

**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.

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**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.

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**REFERENCES**

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