# Levend Abdyli [Game Programmer]

Altavilla Vicentina, Italy | LinkedIn | (+39) 3515303370 | levendabdyli1355@gmail.com

## WORK EXPERIENCE

**Event Horizon School**                                                                                        **Padova, Italy**
*Professional Game Programming Teacher*                                              *October 2021 – Present*

- Teach and mentor students in C# and C++, with a focus on developing projects using Unity and Unreal Engine.
- Leverage expertise in tool development and AI programming to design and implement structured systems, ensuring efficiency and scalability for game projects.
- Guide students through team projects, assisting with task organization, breakdowns, and coordination with designers, artists, and other team members.
- Facilitate teamwork and project management to ensure successful project outcomes.
- Instruct students on the fundamentals of custom game engine development, teaching them how to build and optimize core systems and manage assets effectively.

**Safe Place Studio**                                                                                              **Padova, Italy**
*Game Programmer*                                                                                   January 2021 – *Present*

- Developed a complex tool for dynamically spawning and managing assets, integrated into the hierarchy with dependency management.
- Designed intuitive UI and HUD with visual indicators for ease of use.
- Implemented features for easy setup of parameters, visual elements, and dynamic behaviors using algorithms for efficient management.
- Created a flexible AI system, allowing for easy configuration of AI behaviors through a user-friendly interface.

## DIGITAL SKILLS

Technical Skills: C++, C#, Unreal Engine 5, Unity, GIT, Blender, Wwise
Personal Skills: Understanding of game engines, Performance Profiling / Optimization, Problem-Solving

## EDUCATION

**Event Horizon School – Game Programming**
*Padova, Italy | 3 year course*
Graduation Date: June 2023

**Organizations/Awards:**
Awarded the chance to work as a teacher at Event Horizon School, recognizing my expertise in game development and programming.
Additionally, I was selected for a fully sponsored Pixel Art course by PlayStation, further advancing my skills in game development and visual design.

**IIS Silvio Ceccato - Informatics**
*Alte Ceccato, Vicenza, Italy | 5 year*
Graduation Date: June 2020

## LANGUAGE SKILLS

Italian (Native) | Albanian (Native) | English: C1 (Advanced Level)

## SKILLS & INTERESTS

Skills: C++, C#, Unreal Engine 5, Unity, GIT, Blender, Wwise
Interests: Game Development, AI Programming, Tool Development, Teaching, Basketball