Levend Abdyli - Software & Game Developer

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I am passionate **game developer** with **3+ years** experience in Unreal Engine and Unity. I developed strong gameplay, UI, AI and system design, with a focus on creating efficient and maintainable solutions. I have a great passion for both technical and creative aspects and enjoy tasks such as designing tools, optimizing performance and deeper understanding of game engines. I am fluent in Italian, Albanian and English.

TECHNICAL SKILLS

Programming languages: C++, C#, C, Python, JavaScript, TypeScript

Game development: Unreal Engine 5, Unity, Rider, Visual Studio

Version control: Git, GitHub, Perforce (basic knowledge)

Graphics and design: Blender, Photoshop, Aseprite, HLSL

Audio: Ableton

Project management: Jira, Trello

CI/CD & DevOps: CI/CD pipeline setup using GitHub Actions and GitLab CI. Familiar with Perforce and Git workflows.

Backend & Databases: Experience with C# backend development (.NET Core), PostgreSQL.

Cloud & Containers: Familiar with AWS, GCP, and Docker; basic understanding of Kubernetes.

EXPERIENCES

Technical Artist | Safe Place Studio   *Padua, Italy*
October 2021 – September 2024

Worked with the studio that released Venice 2089, a narrative exploration game developed in Unity and available for PC platforms.

I developed flexible AI tools and customizable user interfaces in Unity using C# to support the dynamic gameplay design.

I developed an asset management system that integrates with the project hierarchy and optimizes project performance through efficient data processing.

Developed HUDs and visual feedback systems to improve the user experience.

I worked closely with artists and designers to align technical solutions with the creative vision.

Game Programming Instructor | Event Horizon School   *Padua, Italy*
October 2022 – February 2025

Taught advanced game programming with C++ (Unreal Engine 5) and C# (Unity).

I have guided third-year students in the development of console projects, focusing on gameplay, AI, UI and shaders.

Instructed students in coding standards, optimization, debugging, documentation, and collaborative workflows.

I taught courses in object-oriented programming, design patterns, and mobile game development with Unity.

EDUCATION

Event Horizon School | Padua, Italy   **IIS Silvio Ceccato** | **Vicenza, Italy**
Advanced Certificate in Game Programming   *Technical Diploma in Computer Science*