



DMYTRO CHYRUK

C++ DEVELOPER

CONTACT INFO

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GITLAB:
<https://gitlab.com/m9953>

SKILLS

- C++, Python
- UE4 (Blueprints & C++)
- Machine learning (DNN, CNN, RNN), Computer vision
- Git, Jira
- Math, SQL

Familiar with:
Unity, C#, Java

EDUCATION

Bachelor's in Applied Maths

Taras Shevchenko National University of Kyiv	2020 - 2024
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WORK EXPERIENCE

C++/UE4 Game Developer

Wide Rails | Dec 2023 - Present

Working on AAA-oriented indie story game. My duties were to extend already created logic, create new actors, subsystems, mechanics and work with external open-source libraries. C++ code was preferable and used wherever it's possible.

(Game details are NDA-protected)

Technologies: C++, Blueprints, UE 5.1

C++/UE4 Game Developer Intern

FracturedByte | Apr 2023 - Jul 2023

During the internship I was developing Zombieland game. That's a third-person story shooter with different types of weapons and enemies, that also includes different mechanics of them.

Technologies: C++, Blueprints, UE 4.27

Key Tasks:

- Create main character, enemies and bosses
- Create HUD and all necessary menus (main, pause, settings menus, death screen, etc.) with localization
- Create melee, ranged and AOE weapons
- Create enemy and pickup spawners
- Animations, VFX and sound effects implementation
- Level streaming and cutscenes
- Working with Save/ Load system

PROJECTS

3D Sphere Move

This project was a test task. There is a sphere which moves thru a 3D surface on a specific path and deletes each point it touches. My task was to find this points and save the 1st layer of the surface.

Skills achieved:

- Basics of OOP
- Linear algebra

([You can find my projects and certificates here](#))

ADDITIONAL COURSES

Samsung IT-School

Course: Application programming for Android (Sep 2018 - May 2019)

Step IT Academy

Course: Junior Computer Academy (Sep 2016 - Jun 2019)