DMYTRO CHYRUK

C++ DEVELOPER

CONTACT INFO

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LOCATION:
Kyiv, Ukraine

GITLAB:
https://gitlab.com/m9953

SKILLS

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

Familiar with:
Unity, Java

LANGUAGES

Ukrainian: Native

English:
Upper-Intermediate
(FCE-certified)

Russian: Bilingual

EDUCATION

Bachelor's in Applied Maths

| Taras Shevchenko National University of Kyiv | 2020 - in progress |

WORK EXPERIENCE

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
- Create HUD and all necessary menus (main, pause, settings menus, death screen, etc.) with localization
- Create melee, ranged and AOE weapons
- Create 4 different enemy classes including boss
- Create enemy and pickup spawners
- Implement animations, VFX and sound effects
- Implement level streaming and cutscenes
- Create Save/ Load system for player and level

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

Pif Paf game

This simple 2D game was made to learn possibilities of SFML library.

Skills achieved:
- Basics of OOP
- Working with external libs (SFML)
- Applying linear algebra skills for gamedev

(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)