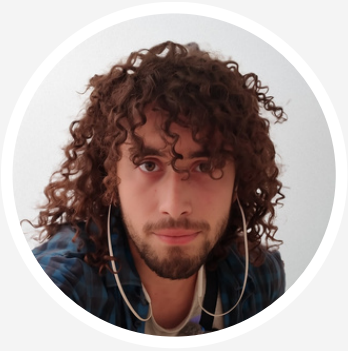

BOGDAN PANOV

GAMEPLAY PROGRAMMER

CONTACT

+48 798 476 392

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Berlin, Germany

www.bogdanpanov.com

EDUCATION

2020 - 2024
ADAM MICKIEWICZ UNIVERSITY(UAM) IN POZNAŃ

- Bachelor of Computer Science
- Average grade ≈ 4.0

LANGUAGES

- English (Advanced)
- Polish (Native)
- Russian (Native)
- German (Intermediate)

SKILLS

- C++ / Unreal Engine
- C# / Unity
- Gameplay Ability System (GAS)
- Multiplayer Replication
- AI Programming
- Animation Systems
- Tool & API Development
- Optimization & Profiling
- Source Control (Perforce, Git, PlasticSCM)
- Full-Cycle Game Development

PROFILE

Gameplay Programmer (4+ years) with professional experience in Unreal Engine and Unity across AAA and AA projects. Skilled in multiplayer systems, AI behaviors, animation pipelines, and Gameplay Ability System. Combines strong technical expertise with collaborative experience, including commercial releases on Steam, teaching, passion for electronics, creative tool-making and full-cycle development from concept to release.

WORK EXPERIENCE

Prism Studio JAN 2024 – PRESENT
Gameplay Programmer

- Implemented core gameplay systems (placeable turrets, flamethrowers, explosives, jump pads, knockdowns & revives) with fully replicated multiplayer logic via GAS.
- Built designer-friendly tools: data-driven settings, modular APIs, and Blueprint-ready hooks to streamline iteration.
- Integrated AI behaviors, animation syncing, and VFX/SFX for responsive, immersive combat.
- Optimized performance using Unreal profiling tools; refactored codebase to AAA standards.

Polish-Japanese Academy of Information Technology OCT 2023 – JAN 2024
Guest Lecturer On Behalf Of Chronospace

- Delivered a semester course on Unreal Engine (C++ & Blueprints) covering core programming concepts.
- Designed hands-on assignments, grading rubrics, and mentored students through semester projects.

Chronospace SEP 2023 – JAN 2024
Unreal Engine Programmer

- Developed minigames, gameplay features and full gamepad support.
- Built localization/journal systems, including a Python translation/import tool integrated with Unreal.
- Implemented core systems: save/load, interactables, multilingual VO/subtitle support.
- Developed UI menus: Settings, Journal, Tasks menu.

Aidlab JUN 2023 – AUG 2023
Software Developer

- Integrated emotion-tracking hardware with health app and AI analysis module for gameplay testing.
- Ensured reliable data flow with buffering, error handling, and synchronization.
- Delivered analytics UI enabling real-time emotional state visualization.

CyberBadge MAR 2023 – JUN 2024
Electronics Product Development (B2B)

- Designed, built, and sold customizable LED badge devices with Bluetooth/Wi-Fi control.
- Developed companion mobile app for real-time drawing and client-requested features.
- Handled full product lifecycle: hardware design, firmware, app and client delivery.

PixelAnt Games DEC 2022 – MAR 2023
Hardware Developer

- Delivered 10 custom RGB LED "CyberBadge" devices for events, with robust hardware and 3D-printed casings.
- Conducted QA/stress testing to ensure performance under event conditions.

BoomBit AUG 2021 – FEB 2023
Unity Developer

- Developed UI, Gameplay systems, and Tools integrated with PlayFab
- Optimized mobile performance, transitioning titles from 2D to 3D.
- Built tools and prototypes (20+) for social platforms, supporting live ops and seasonal content.