



# SELEZNOV IVAN

## Unreal Engine C++ developer

Date of birth: 14.02.2005

Citizenship: Ukraine

I am a highly motivated C++ Unreal Engine developer with a passion for video games. I am constantly striving to gain new knowledge and improve my skills. I am driven, responsible and creative thinker, ready to work in a dynamic game development environment.

## CONTACTS

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## PORTFOLIO

 [ivan-seleznov.github.io](https://ivan-seleznov.github.io)

## LANGUAGES

- Ukrainian (Native)
- Russian (Native)
- English (Upper intermediate)

## EDUCATION

### Taras Shevchenko National University of Kyiv

Faculty of Information Technology

2022-2026

## SKILLS

- C++/C# programming skills
- Good knowledge of object oriented development
- Algorithms and data structures
- Unreal Engine 4/5:
  - Blueprints
  - Slate, UMG
  - GAS (Gameplay Ability System)
  - CMC (Custom Character Movement Component)
  - RPC, Replication
  - AI
- Git
- Knowledge of concepts and principles of game development
- Practical experience with 3D Maths (Matrices, Vectors, Planes)

## PROJECTS

### BladeRush

Solo project

Multiplayer Unreal Engine 5 true first person movement-oriented shooter. The game features a unique blend of fast paced combat and advanced movement mechanics, including sliding, wall running, grappling hook and mantling.

- Developed advanced movement mechanics using a custom character movement component
- Implemented UMG widgets, configured animation blueprints, developed shooting mechanics, inventory and pickup systems and other mechanics

[More details](#) and [source code](#)

### Singular

Team project

MMO FPS with survival elements. It is currently being developed on Unreal Engine 5 by a small team of enthusiasts of 15 people. The game has unique immersive gameplay for its genre

- Developed core shooting and movement mechanics, equipment system, developed various character abilities using Gameplay Ability System
- Worked in a team. Collaborated with programmers, game designer and other team members to develop and iterate gameplay elements for optimal player experience

[More details](#)

### Ragnarok

Team project

Single-player Unreal Engine 5 top-down 2.5d shooter with the ability to switch characters during gameplay. Each character has its own ability set with different abilities, such as dash, shooting, melee attack, and so on. The game was developed in a small team (3 people) for GGJ 2024.

- Developed own Ability System and some of the gameplay abilities
- Developed enemies AI using a Behaviour Tree

[More details](#) and [source code](#)

### ToonTanks

Solo project

Single-player Unreal Engine 5 tower defense. This is my first Unreal Engine project. Made during the Udemy Unreal Engine 5 course.

- Developed all mechanics such as movement, shooting and AI

[Source code](#)