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

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)
  - Replication and Networking, EOS
  - AI
- Git
- Knowledge of concepts and principles of game development
- Practical experience with 3D Maths (Matrices, Vectors, Planes)

WORK EXPERIENCE

C++ Unreal Engine developer
Bluepes
December 2024 - February 2025

- Worked on an Unreal Engine project as a C++ Developer, contributing to gameplay and system optimization
- Developed new gameplay mechanics using C++, enhancing the overall player experience
- Implemented user interfaces with UMG widgets
- Optimized code performance and fixed bugs

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 progremers, game designer and other team members to developed 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

More projects in portfolio