

**Work experience:** ~3 years in game dev, 4 years of programming experience  
~ 1.5 years of commercial development.

**About me:**

Kirill Andreevich Konev, 20 years old. Student of the 4th (last) year in the direction of "Computer Science and computer engineering". I am developing games on Unreal Engine 4, preferably on PC.

I am developing in C++ in combination with Blueprints. Initially, I worked on small projects, implementations of various mechanics. Participated in GameJam, after which he went freelance. Subsequently, he got a job in the studio, where he worked for the last six months.

I specialize in computer games. Action games with a 3rd person view (TPS/RPG) are preferred. Not very strong in theoretical knowledge, more practice. But I am constantly improving in this.

I am ready to work on new and interesting projects to contribute to the development of the industry.

**Work experience:**

**01.2021 – 10.2021** Freelance orders for the development of games / key mechanics/ systems on Unreal Engine 4.

**12.11.2021 – 22.03.2022** – Working in Farom Studio together with FracturedByte, SyberInteractive, CoffeStain on their project (the project has not been announced, under the NDA). He was responsible for fixing bugs, implementing new mechanics (character abilities) and features. Worked in the Junior+ / early middle position.

**Contacts for communication:**

**Telegram:** @Kirya052

**Mail:** kirrya052@gmail.com

## **Professional skills:**

- \* Programming Blueprint/C++ game logic in the context of Unreal Engine 4
- \* Knowledge of API UE4, OOP and C++
- \* Development of mechanics for prototypes and concepts
- \* Working with AnimBlueprint, UMG, AI Behavior
- Experience with the Gameplay Ability System
- \* Ability to work with version control systems: Perforce, Git + SVN
- Experience with Unreal Engine 5
- \* Self-learning and the desire to develop in the game development field
- \* A large amount of free time

## **Portfolio:**

**Project GameCode** – a project that shows the basic implementations of various mechanics. Exactly:

- \* Movement, swimming
- \* Pulling up on objects, moving up stairs
- \* Taking damage and various types of weapons
- \* Opponents
- \* Inventory system
- \* Saving and loading levels

## **Download link:**

[https://drive.google.com/file/d/1aI\\_WaJYmHuiygbiQ4EDRZyZ4viV4hax/view?usp=sharing](https://drive.google.com/file/d/1aI_WaJYmHuiygbiQ4EDRZyZ4viV4hax/view?usp=sharing)

## **Code example:**

<https://github.com/Kirya052/GameCodeProject>

**Quest display system** – an example of a freelance order (issued with the permission of the customer). The system of dynamic addition of quests, their subsequent display on the screen was implemented.

**Download link:** <https://drive.google.com/file/d/1OZ-DMOnEi-KBjFnJy5FJqlmaUw2vNFoC/view?usp=sharing>

**Middle Ages Game Project** – a prototype of a game in the genre of the Middle Ages, where the main character is capable of melee combat and magic, there are also hostile NPCs, an inventory system. The main architecture of the project is written in C++ using the Gameplay Abilities System.

**Download link:**

[https://drive.google.com/file/d/1fOUzG\\_RCORCHcMc74pwjMS8AdyEwbxx/view?usp=sharing](https://drive.google.com/file/d/1fOUzG_RCORCHcMc74pwjMS8AdyEwbxx/view?usp=sharing)

**Github:** [https://github.com/Kirya052/RazrabotkaPO\\_Project](https://github.com/Kirya052/RazrabotkaPO_Project)

**Video:** <https://www.youtube.com/watch?v=lU70wXj308w>

**Adobe Of Anarchy** – a project that was done within 48 hours for GameJam from BlackClaviarGames. A game about a robbery.

A stealth system is partially implemented, hostile NPCs patrol and try to find the player.

**Download link:**

<https://drive.google.com/file/d/1O3EAWfdujwBNMPNrD6VyGTCKaEv9yFdc/view>

**Video:** [https://www.youtube.com/watch?v=mo\\_TXqQfdWs&t=8s](https://www.youtube.com/watch?v=mo_TXqQfdWs&t=8s)