Work experience: ~1 year in game development, 1-2 years of programming experience

Contacts for communication :

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@Kirya052 - telegram

About me:

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

For the most part, I develop in C++ in combination with visual scripting. Basically, the work was carried out on the creation of small prototypes and gameplay mechanics alone. I have a little experience working in a team as a gameplay programmer (1 of 3). There is also experience of participating in various gamejams. I want to work on interesting computer projects.

If necessary, I am ready to perform a test task to confirm the level of my skills.

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

* Basic understanding of AnimBlueprint

* Ability to work with UMG

* Ability to work with version control systems: Perforce, Git

*Self-learning and the desire to develop in the game development field

Portfolio:

> **GameCode Project** - the project shows the implementation of basic game mechanics in TPS mode. Namely, the system of shooting from various types of weapons, crawling up stairs, climbing an obstacle, taking damage, and so on.

Download link:
https://drive.google.com/file/d/1yBn41D16gjshyCLEu5M_QFsyYK_05
[MZ8/view?usp=sharing](https://drive.google.com/file/d/1yBn41D16gjshyCLEu5M_QFsyYK_05MZ8/view?usp=sharing)

The Middle Ages Game project is 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
Github: https://github.com/Kirya052/RazrabotkaPO_Project
Youtube: https://www.youtube.com/watch?v=lU70wXj308w

The Adobe Of Anarchy project is 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
Youtube:
https://www.youtube.com/watch?v=mo_TXqQfdWs&t=8s