

JEVGENIJ IVANOV

+353 86 842 0179 • LADNOPOKAA@GMAIL.COM • [LinkedIn](#) • [GitHub](#) •

OBJECTIVE

Actively seeking a role in video game industry with a specialization in software engineering, available to start from June 2024. With robust expertise in programming and proficiency with game engines such as Unity and Godot, I am driven to apply my skills in a game studio environment. My aim is to contribute to game development projects while advancing my knowledge and expertise in the field.

PERSONAL STATEMENT

With 7 years of experience in the video game industry, primarily as a Quality Assurance (QA) specialist, I've contributed to many iconic titles including Assassin's Creed, Dark Souls, The Division, and many more. My technical prowess was further showcased through the development of a dungeon generator plugin extension for the Godot Engine, a highlight of my final year university project. Additionally, my recent internship at Zendesk broadened my skill set into DevOps, reinforcing my proficiency in software engineering practices such as agile development. This unique combination of hands-on experience, technical creativity, and a profound love for video games positions me as a dynamic candidate ready to bring valuable insights and a fresh perspective to your team.

EDUCATION

2020 – 2024

BSc Computer Science & Software Engineering
Maynooth University, Maynooth, Co. Kildare

Year 3: Progression Grade: **70.3%** (1:1)

Year 2: Progression Grade: **76.8%** (1:1)

Year 1: Progression Grade: **85.3%** (1:1)

(See Appendix for Result Breakdown)

SKILLS

Languages:

C#, Python, GDScript, Java, JavaScript, C++, Ruby, HTML, CSS, Bash.

Operating Systems:

Windows, MacOS, Linux, Android.

Tech Stack:

Unity Engine, Godot Engine, Blender 3D, Amazon Web Services, GitHub, Cloudflare, CloudFormation, Terraform, Kubernetes, Docker, Datadog, DNS.

Other:

Algorithms & Data Structures, Problem-Solving Skills, Critical-Thinking Skills, Web Development Experience, Computer Networking, Design for Virtual Environments, Computer Graphics.

SOFT SKILLS AND INTERESTS

Interests:

Table Tennis, Badminton, Chess, Snow Sports, Martial Arts, Chess, Unity/Godot Game Development, 3D Modelling, 3D Animations.

EXPERIENCE

Feb 2023 – Aug 2023

Software Engineering Intern

Zendesk, 55 Charlemont Pl, Saint Kevin's, D02 F985

- Collaborated in the Edge DNS team of 5 skilled DevOps Engineers, focusing on the creation and management of service crucial to the reliability of Zendesk's products.
- Developed an AWS CodeBuild project for SPF (Sender Policy Framework) mailing automation, enhancing team productivity and reducing manual intervention.
- Engaged in DNS and Cloud Infrastructure, expanding technical skills and contributing to major projects.
- Mastered a range of tools and systems including AWS, Docker, Google Cloud, Jenkins, Kubernetes, IAM and Terraform.
- Engineered complex application features and automated system processes using Python and Ruby, thereby improving the efficiency and effectiveness of workflows.
- Regularly engaged with terminal commands to manage files and folders, and perform executions of projects, reinforcing command-line proficiency.
- Developed skills in creating scripts to automate common tasks, increasing team productivity and reducing manual intervention.
- Gained substantial experience with GitHub, improving code management and version control skills.
- Contributed to SCRUM meetings, gaining experience in Agile methodologies and fostering improved team collaboration.

Jul 2013 – Sept 2020

Quality Assurance Tester

Keywords Studios, Leopardstown, D18 T9P8

- Performed functional, compliance and localization quality assurance testing in the video game industry for ~7 years.
 - Daily use and integration between databases such as JIRA, Bonsai and SQL.
 - Wrote Test Plans and Test Cases for upcoming projects, reducing the preliminary phase by 1-2 days.
 - Executed System and Regression Testing on 4 different console platforms.
 - Overcame occasionally up to 5 hours of overtime per day when the project was behind schedule.
 - Promoted within 12 months due to strong performance and organizational impact – ahead of schedule by 12 months.
 - Recipient of prestigious "Always Ready to Lend a Hand" award, increasing efficiency and productivity of other team members by 10% - 20%.
-

APPENDIX

Third Year Grades:

Software Design (**98%**), Team Project (**86%**), Software Verification (**62%**), Computation & Complexity (**57%**), Computer Networks (**51%**), Programming Languages & Compilers (**68%**).

1:1 First Class Honours Progression (**70.3%**).

Second Year Grades:

Databases (**94%**), Algorithms & Data Structures (**89%**), Algorithms & Data Structures 2 (**73%**), Computer Architecture (**71%**), Web Information Processing (**83%**), OS: Communications & Concurrency (**59%**), Software Testing (**49%**), Introduction to UI & UX (**97%**), Software Engineering & Process (**65%**), Theory of computation (**63%**), Calculus 3 (**88%**), Statistics (**91%**).

1:1 First Class Honours Progression (**76.8%**).

First Year Grades:

Introduction to CS (**89%**), Introduction to CS 2 (**100%**), Computer Systems (**92%**), Computer Systems 2 (**86%**), Linear Algebra (**91%**), Differential Calculus (**88%**), Integral Calculus (**77%**), Critical Skills (**73%**).

1:1 First Class Honours Progression (**85.3%**).