



RUDENKO VLADYSLAV

C++ Developer

📍 Kyiv

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🌐 [Linkedin.com](#)

PROFILE

I am a passionate entry-level C++ developer specializing in Unreal Engine, with a solid grasp of object-oriented programming principles. I have completed personal projects using C++. I thrive on creative problem-solving and delivering immersive player experiences.

SKILLS

- C++
- Networking
- Unreal C++
- OOP | SOLID
- GIT

LANGUAGES

- Ukranian – native
- English – upper intermediate
- Russian – advanced

EDUCATION

**Department of APEE – NN IATE
Igor Sikorsky Kyiv Polytechnic Institute**

- Bachelor Degree 2021–2025

PROJECTS

Basic Shooter – [github link](#)

- Basic Shooter is a third-person shooter game developed using Unreal Engine 5. The project showcases core gameplay mechanics such as shooting, healing, and ammo pickup. Players can choose from different maps and weapon types, allowing for varied combat scenarios. Designed as a foundational shooter experience.

Doodle Jump – [_github link](#)

- Developed a full-featured Doodle Jump clone in C++ using SDL2, implementing custom physics calculations, collision detection algorithms. Designed and structured the codebase with OOP principles, optimized rendering for smooth performance, and created an interactive user experience with animated elements and score tracking.

Unreal Engine 5 Editor Tools – [github link](#)

- Unreal Engine 5 Editor Tools is a custom toolkit developed to assist with asset management. These tools help developers track asset usage, edit assets, and safely delete unused or redundant assets.