



# RUDENKO VLADYSLAV

Unreal Engine Developer

📍 Kyiv

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## PROFILE

I am a passionate entry-level C++ developer specializing in Unreal Engine, with a solid grasp of object-oriented programming principles, Blueprint scripting, and game mechanics implementation. I have completed personal projects in UE5. I thrive on creative problem-solving and delivering immersive player experiences.

## SKILLS

- C++
- Blueprint
- Networking
- AI for non-player characters
- Mathematical Modeling
- GAS

## LANGUAGES

- Ukrainian – native
- English – upper intermediate
- Russian – native

## EDUCATION

Department of APEE – NN IATE  
Igor Sikorsky Kyiv Polytechnic Institute

- Bachelor Degree 2021–Present

## 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.

### Climbing System – [github link](#)

- Climbing System is a gameplay mechanic add-on developed in Unreal Engine 5 that enables characters to climb, hang on ledges, and jump across surfaces. The system utilizes vector mathematics for precise movement logic and integrates Control Rig. Designed to enhance character mobility.

### 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.