

Bogdan Bondarenko

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Summary

Skilled C/C++ game programmer with a great passion to games and self-developing.
Have solid teamwork skills and experienced with working on large-scale projects.

Education

Fanshawe College (Post-graduate)

Game Development - Advanced Programming (Graduated April 2019)
London, Ontario

Osaka University of Economics & Law

2 years of Japanese language and international relationships studies (2016 - 2018)
Osaka, Japan

Taras Shevchenko National University of Kyiv

Bachelor degree in Computer Science (Graduated June 2016)
Kyiv, Ukraine

Employment History

Offworld Industries

August 2019 - Present (2 years)
C++ Gameplay Programmer (UE4)
Vancouver, Canada

Osaka Furitsu Otsuka High School

English Teacher, August 2017 – April 2018
Osaka, Japan

Professional Skills

C/C++ (UE4 / Blueprints)
C# & Unity

Languages

English, Japanese, Ukrainian, Russian

Professional experience

Time Period	2020 - Present
Company	Offworld Industries
Project	Unannounced PVE Co-op first person shooter
Duties	UE4 C++/Blueprint Gameplay/AI programmer

Time Period	2019 - 2020
Company	Offworld Industries
Project	Squad, a tactical 100 player online first person shooter. Steam page
Duties	UE4 C++/Blueprint Gameplay/Network programmer

Personal Projects

Project	Link
Cross-platform ECS Game Engine	github.com/Remoh210/NxEngine
School Projects	remoh210.github.io (Portfolio)