Bogdan Bondarenko

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Summary

I have 1 year of experience in developing game engines using C++ and OpenGL, working with FMOD and Bullet.
Strong knowledge of object-oriented programming.
Experience in web development (Python, Django, JS/CSS)
Can speak 4 languages: English, Japanese, Ukrainian, Russian.
Seeking development opportunity focusing on entertainment software.

Education

Taras Shevchenko National University of Kyiv
Bachelor degree in Computer Science (Graduated June 2016)
Kyiv, Ukraine

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

Fanshawe College
Post-graduate
Game engine development (Graduated April 2019)
London, Ontario

Personal Projects

Game Engine	Game Engine, written in C++ and OpenGL. Can load ply and fbx, models, including skinned meshes and animations, bullet-driven physics and FMOD low-level API used for sound.
Physics	Multiple projects with physics written from scratch, including soft body simulation, broad-phase collision detection and runtime switching between physics engines.
Steering Behaviors	A simple game which demonstrate several types of enemies with different behaviors: Evade, Pursue, Wander, Seek, Flee.
Game Jam	Final school project which demonstrates: normal mapping, 2nd pass effects (bloom/blur), LOD, vertex displacement, character animation, scene manager and other possibilities of my game engine.

Portfolio web page: remoh210.github.io

Employment History

Osaka Furitsu Otsuka High School
English Teacher
Osaka, Japan
August 2017 – April 2018

Professional Skills

C++
C# & Unity
Python
3d modeling (Blender)

Languages

English, Japanese, Ukrainian, Russian