

# Bogdan Bondarenko

1802-900 Carnarvon Street  
New Westminster, BC  
+1 236 513 9694  
bogbca@gmail.com

## Summary

Game programmer, skilled in C++, C#, Python, Unreal Engine 4, and Unity. Strong engineering professional with a post graduate certificate focused in game development from Fanshawe College.

## 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

Junior Game Programmer  
August 2019 - Present

### Osaka Furitsu Otsuka High School

English Teacher  
Osaka, Japan  
August 2017 – April 2018

## Professional Skills

C++ & UE4  
C# & Unity  
Python  
3d modeling (Blender)

## 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](http://remoh210.github.io)

## Languages

English, Japanese, Ukrainian, Russian