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.
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

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

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

Employment History

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

Personal Projects

OpenGL Game Engine	Game Engine written on C++, can load ply and fbx files, 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 has several enemies types with different behaviors: Evade, Pursue, Wander, Seek, Flee
Game Jam	Playable demo which demonstrate: normal mapping, 2nd pass effects (bloom/bloor), LOD, Vertex displacement, character animation, scene manager and other possibilities of engine

Portfolio webpage: remoh210.github.io

Professional Skills

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

Languages

English, Japanese, Ukrainian, Russian