

# 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

### **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 on 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	Playable demo which demonstrate: normal mapping, 2nd pass effects (bloom/blur), LOD, vertex displacement, character animation, scene manager and other possibilities of engine.

## Employment History

### **Osaka Furitsu Otsuka High School**

English Teacher

Osaka, Japan

August 2017 – April 2018

Portfolio webpage: [remoh210.github.io](https://remoh210.github.io)

## Professional Skills

C++

C# & Unity

Python

3d modelling (Blender)

## Languages

English, Japanese, Ukrainian, Russian