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Yuri Skrypal

Technical Support Engineer, Kyiv

Email / LinkedIn / GitHub / Telegram

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Work Experience

Game/Level Designer @ Vostok Games (2019 - 2022)

Worked on unannounced projects.

- · Created gray box, reviewed and tested levels from other team members,
- Writing mission documentation, prototyping concepts,
- Scripting mission.
- Technologies used: Unreal Editor, Blueprints, Jira, Git.

Technical Support Engineer @ Vostok Games (2014 - 2019)

Worked on Survarium (post-apocalyptic online FPS).

- Created and managed Frequently Asked Questions (FAQ) resource for Survarium Universe,
- Troubleshooting customer technical and software issues over help desk Kyako,
- Wrote internal documentation for team members to resolve customer's appeals.
- Technologies used: Kayko Help Desk, Jira.

Customer Support, QA @ GSC Game World (2005 - 2013)

Customer service support for Cossack's and S.T.A.L.K.E.R. series games.

- Helping customers with technical and software issues over the telephone, e-mail,
- Testing and reproducing game bugs,
- · Level designer, scripting.
- Technologies used: Jira, SVN, Lua, X-Ray Level Editor.

Languages

English: B2 Upper Intermediate

Russian: Native Ukrainian: Native

Programming Languages & Tech

- JavaScript, HTML, CSS
- · Git, GitHub, Docker
- React, NodeJS, Angular

Education

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NodeJS. The Rolling Scopes developer community

Certificate - online (Jun 2023 - Sep 2023)

React. The Rolling Scopes developer community

Certificate - online (Mar 2023 - Jun 2023)

JavaScript/Front-end. The Rolling Scopes developer community

Certificate - online (Sep 2022 - Mar 2023)

JavaScript/Front-end. Stage 0. The Rolling Scopes developer community

Certificate - online (Jun 2022 - Aug 2022)

Bachelor in System Engineering Faculty of Informatics and Computer Engineering

NTUU KPI - Kyiv, Ukraine (2011 - 2015)

CCNA Routing and Switching Cisco Network academy 2011-2012

CISCO NTUU KPI - Kyiv, Ukraine (2011 - 2012)