Serhii Poklonskyi

Game developer (C++ • Unreal Engine • Pipelines)

✉ serhii.poklonskyi@outlook.de

📞 +49 176 72 38 38 72

📍 Germany, München

View My Portfolio

About me

A software engineer with 5 years of experience and a life-long passion for video games, pivoting into the game development industry. My toolbox involves C++, Python, Unreal Engine 5, and a strong mathematical background.

Employment

Senior Software Engineer
Nov 2021 - Dec 2025

UniCredit Bank AG

During my years as a software engineer, I developed and maintained a Spring Boot (Java 11) back-end application for exchange of payment-relevant data with the SWIFT network. At this time, I mainly worked with:

- Spring Boot and Java 11
- Maven, Git
- Oracle DB, Hibernate ORM, Flyway

My other reponsibilities included:

- business data analysis (using mainly Python + SQL)
- collaboration with business side
- maintaining the application on our Linux servers

MidOffice - Senior Associate
Nov 2019 - Nov 2021

UniCredit Bank AG

Besides daily business, I was responsible for developing VBA-based tools (in MS Excel and MS Access) for automatization of repetitive daily processes in the bank. I was also involved in project work. Shortly before switching completely to the IT department of the bank, I maintained and developed a Java-based Web application.

My links

Project portfolio
clutchorkick.dev

GitHub
github.com/clutchOrK1ck

itch.io
clutchorkick.itch.io

LinkedIn
linkedin.com/in/poklonskyi

Skills

C++, Python

Unreal Engine (C++, Blueprints, Python API)

Godot, GDScript

Blender, Blender Python API

Databases (Oracle, SQLite)

Java, Spring Boot, ORM, Lombok, Maven

Languages

English - fluent

German - conversational

Ukrainian - native

Russian - native

Education

International Economics And Finance - M.Sc.   Sep 2015 - Sep 2019

Otto-von-Guericke-University, Magdeburg

I studied International Economics with a focus on:

- financial mathematics and stochastics
- statistical and econometric research methods

During my Master's studies, I completed two internships in parallel with my academic coursework. In my Master's thesis (grade: 1.0), I designed a mathematical model for pricing convertible bonds and implemented it in C++

International Business And Economics - B.Sc.   Oct 2013 - Aug 2015

Otto-von-Guericke-University, Magdeburg

Completed as part of a dual study programme in cooperation with a partner university in Ukraine.

Project portfolio

IGNI   Dec 2022 - Present

Witcher 1 to Unreal Engine asset bridge

(UE5) (UE5 Python API) (Python) (kaitai)

IGNI is a console application and a set of Python scripts for Unreal Engine Python environment that allow to transport various game assets from the Witcher 1 game into Unreal Engine 5

Evil Dwarves   May 2024

Top-down shooter

(UE5) (Blueprints) (Blender)

Evil Dwarves is a top-down 3d shooter with fun ricochet mechanics that I developed as a solo for the Bullet Hell Game Jam using Unreal Engine 5 (Blueprints) and Blender. The game features several enemy AI types with distinct behaviors

Duck Pursuit   Nov 2025

Endless runner with world speed-up mechanics

(Godot) (GDScript)

I programmed this endless runner for the ShroomJam 2025 in Godot and in collaboration with a 2D artist and a 2D animator. The game features procedural world generation and the gradual speed-up of the world, character animations, and music