

SERHII KOZLOV

GAMES PROGRAMMER

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Portfolio: <https://dandelion-greenwich.github.io/PortfolioWebsite/>

GitHub: <https://github.com/dandelion-greenwich>

PROJECTS

Mage's Crypt | Unreal engine, C++, Blueprints

Jan 2025 – April 2025

- Fast-paced first-person spellcasting shooter
- Usage of interfaces, event dispatchers and behaviour tree
- Worked on combat mechanics, enemy AI behaviour, pickup powerups, user interface, etc.
- Showcased at Digital Shark Expo at University of Greenwich 2025

Coco Dash | Unity, C#

Jan 2024 – April 2024

- 3D game inspired by PAC-MAN. Created using Unity engine as a group project for the first year
- Lead programmer, worked on player and camera movement, enemy AI, game loop and abilities
- Showcased at Digital Shark Expo at University of Greenwich 2024
- Grade: 1st

2D Shooter | Unity, C#

April 2024

- 2D shooter game with different types of enemies and powerups
 - Strong focus on OOP principles, such as inheritance and overrides
 - Grade: 1st
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SKILLS

Technical skills:

- Programming Languages: C++, C#, HTML, CSS
- Game Engines: Unreal Engine, Unity
- Version control: Git Bash, GitKraken,
- Other: Maya, Photoshop, Arduino

Soft skills:

- Working on multiple projects in teams
 - Agile development with SCRUM
 - Organising tabletop society in University of Greenwich
 - Languages: English, Ukrainian, Russian
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EDUCATION

University of Greenwich, United Kingdom

Sept 2023 - June 2026

Second year student in Game Design and Development (BSc, Hons), specialising in Programming

WORK EXPERIENCE

Game Mechanics Programmer, Micro Studio | Freelance, Hybrid

April 2025 – July 2025

Prototyped and developed core gameplay mechanics for a gothic metal VR archery tower defense game called Parapet

OTHER WORK EXPERIENCE

Sales assistant, Zara | Full-time, part-time

July 2023 - Now

Managed online parcel processing and stockroom organisation. Assisted with inventory management and supported customers on the shop floor

Develop: Brighton | Volunteering

July 2024

Assisted with attendee navigation and talks organisation at an event with 5000 attendees, working as part of a 30-member team