

SERHII KOZLOV

GAMES PROGRAMMER

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

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

PROJECTS

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

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

Jan 2025 - Now

- Fast-paced first-person slasher and spellcasting shooter
 - Usage of interfaces and event dispatchers
 - In development
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SKILLS

Technical skills:

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

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

VOLUNTEERING

Develop: Brighton

July 2024

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

Mukachevo refugee aid logistic centre

March 2022

Assisted in distributing aid to war-impacted regions of Ukraine

Travel Ukraine festival (Мандруй Україною фестиваль)

August 2021

Assisted in organising main stage logistics