SErhii Kozlov

**Games PROgrammer**

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

# Education

**University of Greenwich, United Kingdom** Graduation June 2026

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

**School “Athens”, Ukraine** Sep 2016 – June 2021

Completed secondary education, Business Administration and Management

# Technical Skills

**Programming Languages:** C#, C++, HTML, CSS.

**Game Engines:** Unity, Unreal Engine

**Other Software:** GitKraken, Git Bash, Maya, Photoshop

# PROJECTS

Coco Dash | Unity, C# Jan 2023 – April 2023

* 3D game inspired by PAC-MAN. Created using unity engine as a group project for 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 2023
* Grade: 1st

2D OOP Demo| Unity, C# April 2023

* 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 2024 - Now

* Fast-paced first-person slasher and spellcasting shooter
* In development

# lANGUAGES

**English** (Fluent)

**Ukrainian** (Native)

**Russian** (Native)