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

# Skills

**Soft skills:**

- Working on multiple projects in teams

- Agile development with SCRUM

- Organising tabletop society in University of Greenwich

- Languages: English, Ukrainian, Russian

**Technical skills:**

- Programming Languages: C++, C#, HTML, CSS

- Game Engines:Unreal Engine, Unity

- Version control: Git Bash, GitKraken,

- Other: Maya, Photoshop, Arduino

# 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