



Veronika Bolshakova

GAME PROGRAMMER

*"Game development is like
magic, you get to create new
worlds"*

CONTACT



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<https://demmiurge.github.io/>

ABOUT ME

I am an aspiring Game Programmer, currently studying 4th year of Bachelor's Degree in Video Game Design and Production.

Dedicated, hard-working and organized. I perform equally well in a team as on my own. I am a fast learner and can acquire new skills in little time. Responsible, can also work as a leader if necessary.

I am easygoing, always up for challenges and very adaptive.

SOFT SKILLS

- Disciplined
- Communicative
- Work under pressure
- Team worker
- Analytical

LANGUAGES

English - Advanced C2

Spanish - Advanced C2

Catalan - Advanced

Russian - Native

EDUCATION

**Universidad Pompeu Fabra
Tecnocampus**

Bachelor's Degree in Video Game Design and Production
2020 - 2024

PROJECTS

Bubble Heights - 3D platformer

A puzzle platformer game created for the 3rd year project at university.

My main role in this project was Gameplay Programmer, but I also created shaders and VFX.

Drawable - 2D puzzle platformer

It is a game created in 10 weeks during the 2nd university year.

I participated in this project as a Gameplay Programmer. The link to the project is below.



<https://demmiurge.itch.io/>



<https://github.com/demmiurge>

SKILLS

