Sergei Grigorev

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PROFILE

Hi! I'm a game programming student at Uppsala University, currently on track to graduate in June 2023. My true passion lies in problem-solving, so I take an interest not only in different areas of game programming but also in game design!

EDUCATION

Business College Helsinki   Jan 2019 – Jun 2019

Vocational Qualification in Business Management   Helsinki, Finland

Uppsala University   Sep 2020 – Jun 2023

Bachelor's Programme in Game Design and Programming   Visby, Sweden

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EXPERIENCE

Envar Entertainment   Nov 2022 – Jan 2023

Internship, Programmer   Stockholm, Sweden

- Designing behavior trees and scripting AI behaviors in Unreal Engine 5 using Blueprint
- Prototyping gameplay systems
- Recommendation letter available on request

SKILLS

Unity (1000+ hours)	Motion Capture (OptiTrack rig)	C#, C++
Unreal Engine 5 (300+ hours)	Perforce, Plastic SCM, Git	Unreal Blueprint