



This is a simplified 1-page version of my resume.  
The main version can be found here: <https://leosergkie.github.io/Resume/>

# Lev Ki

## Game developer, programmer

I've been creating games since 2015. I have experience working on small indie projects and big AAA titles. My main specialty is programming, but I have many other gamedev-related skills. I have experience supporting my team as a Scrum Master.

Making games is my passion, I love games as a creative medium. Contributing to the development of games is my dream job. I am self-motivated and ambitious. I am a fast learner. I take ownership of my work and always advocate for maximum visibility in communication. I love working with people and I always strive to improve the team environment as I believe that it is essential for long-term success.

## Experience

CD Projekt Red, Poland  
**Cyberpunk 2077: Phantom Liberty**  
*Since July 2022*  
Generalist programmer (C++)

.....  
Programming Gameplay Features (C++)  
Participating in game design discussions  
Supporting the team as a Scrum Master

CD Projekt Red, Poland  
**GWENT: The Witcher Card Game**  
*February 2021 - July 2022 (1 year 6 months)*  
UI and Network Programmer (Unity, C#)  
.....  
Programming UI elements of the game (C#)  
Writing client-side network code (C#)  
Maintaining game servers, maintaining and improving CI/CD  
Handling many releases of updates from the network perspective

Codee.Studio, Russia  
**Multiple outsource projects**  
*February 2020 - November 2020 (10 months)*  
Game Developer (Unity, C#)  
.....  
I developed an interactive product demonstration for a larger-scale third party. I was the only developer for this project and was responsible for making and importing 3D models, making world and screen space UI, programming, animating, post-processing, and making shaders.

Freelance  
**Web Development**  
*2018 - 2020*  
.....  
Freelance Web-Development. Mostly front-end, some back-end, and some design work.  
Finished a few projects, including:  
• Landing pages (design, front-end)  
• Web-experiences - real-life quests (design, front-end)  
• Online stores (design, front-end)  
• Scheduling system for football referees (design, front-end, a little back-end)

Self-employed  
**Independent Game Development**  
*Since 2015*  
.....  
I've been making all kinds of games. Alone and in different teams. On game jams and in my free time. Started in 2015, still going today.

## Basic Info

✉ [leosergkie@gmail.com](mailto:leosergkie@gmail.com)  
🌐 [linkedin.com/in/lev-ki-13a7aa1b4/](https://www.linkedin.com/in/lev-ki-13a7aa1b4/)

Location: **Warsaw, Poland**  
Open to **relocation**  
**3 years** of experience in the industry  
**8 years** of making my own games  
  
Latest project: **Cyberpunk 2077: Phantom Liberty**

## Skills

- Programming**
- C#
  - C++
  - Multiple other languages and the ability to learn new ones
- Game Engines**
- Unity
  - REDengine 4
  - Unreal Engine
  - Godot
- Scrum**
- Supported my team as a Scrum Master; I have a *Professional Agile Leadership I (PAL I)* certificate
- Teamwork**
- Communication**
- Leadership**
- Game Design**
- Level Design**
- 3D modeling**
- Web Design**

## Education

2016-2020  
**Bachelor's Degree**  
Bauman Moscow State Technical University, Russia  
Robotics and Complex Automation / CAD systems development

## Language

English  
Russian

**My hobbies and interests:** running, journaling, photography, travel. And playing games, obviously.