

Lev Ki

Game developer, Programmer

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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**

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. 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.

Skills

Programming: C++, C#, Python, Multiple other languages, and good at learning new ones

Game Engines: Unity, Unreal Engine, REDengine 4, Godot

Scrum & Leadership: supported my team as a Scrum Master. I have a Professional Agile Leadership I (PAL I) certificate

Game Design, Teamwork, Communication, Level Design, 3D modeling, Web Design

Languages: English, Russian

Experience

○ CD Projekt Red, Poland - since February 2021

Projects & Achievements:

Cyberpunk 2077: Phantom Liberty - since July 2022

Generalist programmer (REDengine 4, C++)

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Programming Gameplay Features (C++), working with a large code base, and participating in game design discussions.

Supporting the team as a Scrum Master

GWENT: The Witcher Card Game - February 2021 - July 2022 (1 year 6 months)

UI and Network Programmer (Unity, C#)

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Programming UI elements of the game (C#), Writing client-side network code (C#), and working with a large code base.

Maintaining game servers, maintaining and improving CI/CD.

Handling many update releases from the servers/network perspective.

Knowledge Sharing Initiative for leads and managers

I came up with and later implemented the idea of a company-wide knowledge-sharing initiative among the leads and managers (and people who aspire to become leads and managers). It provided a platform for valuable discussions in addition to creating a repository of readily available knowledge.

I had the support of the training team of my company and my coworkers through the entire process.

Establishing multiple procedures and processes within the company

- "Feature Handover Procedure" - a set of guidelines for a handover of a feature from one team or team member to another. Introducing this procedure increased visibility and allowed for a smoother transfer of feature ownership on multiple occasions
- Functional Tests Monitoring - a set of guidelines aimed to improve the process of monitoring automated Functional Tests. This process included some automation in the form of Slack workflows
- Multiple minor improvements of the Scrum procedures

○ Relocation to Poland

○ Codee.Studio, Russia - February 2020 - November 2020 (10 months)

Multiple outsource projects

Game Developer (Unity, C#)

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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.

○ 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.

Education & Other Info

Bachelor's Degree, Computer Science

Specialization: Robotics and Complex Automation, CAD (Computer-Aided Design)

Bachelor's Thesis: Training Continuous Neural Networks Using Optimal Control Methods

Bauman Moscow State Technical University, Russia

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

Link to an up-to-date version of this resume: <https://leosergkie.github.io/Resume/1pager.html>