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. 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.

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

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 (C++)
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#)
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 accessible 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

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

Multiple outsource projects
Game Developer (Unity, C#)
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

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

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

Fancy version of this resume (2 pages, lots of color): https://leosergkie.github.io/Resume/