

(that's me)

# Lev Ki

Game developer, programmer

✉ [leosergkie@gmail.com](mailto:leosergkie@gmail.com)

in [linkedin.com/in/lev-ki-13a7a01b4/](https://www.linkedin.com/in/lev-ki-13a7a01b4/)

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

Location: **Warsaw, Poland**  
Open to **relocation**

Languages: **English, Russian**

**3 years** of experience in the industry  
**8 years** of making my own games

Latest project: **Cyberpunk 2077: Phantom Liberty**

## WHO AM I?

My name is Lev, I am a game developer.

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.

## WHY SHOULD YOU HIRE ME?

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.

## ACHIEVEMENTS

### 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

Examples:

- "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

## 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**



## Experience

Now

CD Projekt Red, Poland

### **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

July 2022

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#), and working with a large code base.

Maintaining game servers, maintaining and improving CI/CD.

Handling many update releases from the servers/network perspective.

February 2021

### **Relocation to Poland**

November 2020

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.

2020

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)

2018

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.

2015

## Education

2020

Bauman Moscow State Technical University, Russia

2016 - 2020

Bachelor's degree

Robotics and Complex Automation / CAD systems development

2016