



Basic Info

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🌐 [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**

Education

2016-2020

Bachelor's Degree

Bauman Moscow State Technical
University, Russia

Robotics and Complex Automation /
CAD systems development

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

Language

English

Russian

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

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++)

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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#)

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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#)

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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

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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

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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.