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.

Basic Info

✉ leosergkie@gmail.com

in 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.

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.