

Lev Ki

Game developer, Programmer

Warsaw, Poland. Open to relocation



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

I am a programmer with experience in both AAA and indie games. I've been creating games since 2015.

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. *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

Gameplay Programmer (REDengine 4, 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#)

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

Maintaining and improving CI/CD. Handling update releases from the servers/network perspective.

Knowledge Sharing Initiative for leads and managers

I started a company-wide knowledge-sharing initiative among the leads and managers (and people aspiring to become ones), providing a platform for discussions and creating a repository of readily available knowledge. I had the support of the training team and my coworkers.

Establishing multiple procedures and processes within the company. Examples:

- "Feature Handover Procedure" - a set of guidelines for handing over a feature from one team or team member to another. Led to increased visibility and smoother transfers 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.

○ Relocation to Poland

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

Multiple outsource projects

Game Developer (Unity, C#)

Developing an interactive product demonstration for a larger-scale third party. I was the only developer for this project and did everything: programming, 3D modeling, game design, level design, etc.

○ Independent Game Development - since 2015

Making all kinds of games. Alone and in different teams. On game jams and in my free time.

Education & Other Info

Bachelor's Degree, Computer Science - Bauman Moscow State Technical University, Russia

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

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

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

Up-to-date version: <https://leoserghie.github.io/Resume/>