(that's me)

Lev Ki
Game developer, programmer

✉ leosergkie@gmail.com
in linkedin.com/in/lev-ki/

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**

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

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.

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 available 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 good at learning new ones

Game Engines
- Unity
- REDengine 4
- Unreal Engine
- Godot

Scrum & Leadership
Supported my team as a Scrum Master; I have a *Professional Agile Leadership I (PAL I)* certificate

Teamwork
Communication
Game Design
Level Design
3D modeling
Web Design

Experience

CD Projekt Red, Poland
Cyberpunk 2077: Phantom Liberty
Since July 2022
Gameplayprogrammer (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#)

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, making shaders, and more.

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

Bauman Moscow State Technical University, Russia
Bachelor's degree, Computer Science
Specialization: Robotics and Complex Automation, CAD (Computer-Aided Design)
Bachelor's Thesis: Training Continuous Neural Networks Using Optimal Control Methods