Vsevolod **Volkov**
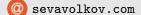Game Programmer, Game Designer

About me

Creative and passionate game programmer and designer with experience in indie game development. Proven track record of creating engaging gameplay experiences and working effectively in team settings. Dedicated to pushing the boundaries of game design and programming.

personal

Vsevolod Volkov
nationality: Russian
18 years old

Areas of specialization

Programming · Game Design · Game art and animation

Interests

Video editing · Art · Programming Languages

@ sevavolkov.com
🐦 @seva339
📷 @mazy.btw
⌨ sevavolkov339

Short Resumé

2019–2023	**Game Programmer and Designer** Lead · Moscow 📍 Worked in an indie game studio Rexent, where I developed several small projects receiving good feedback from public and collaborated with team members on game design and implementation, contributed to all phases of game development, from concept to launch.
2020	**Game Programmer and Designer** Lead · Moscow 📍 Worked with a team of developers on a small project for famous ludum dare game jam. The game was later released to public and became one of the greatest rated games of all event.
2022	**Programmer** Lead · Moscow 📍 Participated in a hackathon organized by the Russian Sber Bank in a team of two people, where it was necessary to develop artificial intelligence. Our team took second place, earning 3,000 euros.
2023	**Game Programmer, Designer and Animator** Lead · Berlin 📍 Participated in the most popular game jam in the world, working on a project alone, and was able to create a full entertaining game in short period of time that received a lot of great reviews and got featured in an official video.

Education

2023 – Now	**Bachelor Computer Science** Potsdam · GISMA University 🏛
2011 – 2023	**General Education** Moscow · School of Moscow №1223 🏛
2021 – 2023	**Yandex Python Course** Moscow · Yandex IT School 🏛

Programming

- HTML, CSS
- GML
- Python
- Javascript
- C#

Achievements

2020	Ludum Dare Game Jam 46 (Top 5 rated game)
2022	AI academy Hackathon (2nd place)

Languages

Russian	C2	mother tongue
English	C1	
German	A2	
French	A2	

Publications

2023	How Games Use White Color, YouTube: Rexent Gamedev.
2024	*How indie games, despite their small budget and limited resources, advertise themselves and become successful and popular?*
2024	Creating Masterpiece Games On A Tight Budget, YouTube: Rexent Gamedev

Vsevolod Volkov   ✉   itslamy12@gmail.com   📍   Potsdam, Germany   📞   +49 1525 8970980

@   sevavolkov.com