

# Alen Ismagambetov

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## Profile

Dedicated Game Developer skilled in C++, C#, and Unity with demonstrated leadership experience as an E-Sports in-game leader, achieving top placements in international competitions. I am passionate about leveraging programming expertise, leadership abilities, and teamwork to contribute effectively to innovative game development projects.

## Experience

### **E-SPORTS IN GAME LEADER | SEPTEMBER 2021 – PRESENT**

- Red Bull Flick 2v2 Copenhagen 2022, Kazakhstan closed qualifiers – 1<sup>st</sup> place
- Red Bull Flick 2v2 Copenhagen Invitational closed qualifiers – 4<sup>th</sup> place
- Qazaqstan Respublikasynyn Kubogi Spring 2023 – 4<sup>th</sup> place
- ESEA Season 47: Open division North America – 5<sup>th</sup> – 8<sup>th</sup>
- ESEA Season 48: Main division North America – 2<sup>nd</sup>
- ESEA Season 51: Advanced division North America – 13<sup>th</sup>
- ESEA Season 52: Advanced division North America – 14<sup>th</sup>
- [HLTV Profile](#)

## Education

- **DEGREE/DIPLOMA: DIPLOMA IN GAME PROGRAMMING**
- **Institution:** St. Lawrence College, Cornwall, Ontario
- **Dates:** September 2023 – May 2025 (Expected Graduation)
- Showcased Capstone Project at LevelUP Game Exhibition (Toronto, 2025)

## Skills

### **Technical Skills:**

- Programming Languages: C++, C#, HTML, CSS, JavaScript
- Game Engines: Unity, Unreal Engine
- Development Areas: Audio Programming, Network Programming, UI Development
- Tools: Gimp, Blender, FL Studio, FMOD Studio, Unity

### **Soft Skills:**

- Time Management and Discipline
- Problem Solving
- Team Collaboration and Communication
- Team Building and Coaching Experience

**Languages:**

- English
- Russian
- Kazakh

**Activities and Interests**

- **Sports:** Ping-Pong
- **Hobbies:** Games, Reading, E-Sports strategy analysis, Game theory