

NURBEK SULTANOV

Gameplay Programmer

CONTACT

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 Kazakhstan, Astana

 [Portfolio Website](#)

 [LinkedIn](#)

 [GitHub](#)

SKILLS

- C++
- Python
- Unreal Engine
- Blueprints(Unreal Engine)
- Raylib
- Git
- Blender

LANGUAGE

- English
- Russian
- Kazakh

PROJECTS

Sooze(Adventure Game in Unreal Engine 5)

- Created a climbing mechanic that works on any surface. (C++)
- Implemented a dialogue system with options to choose from. (Blueprints)
- Added a gliding mechanic that allows to accelerate player movement. (C++)

Third Person Shooter Game(Unreal Engine 4)

- Created a shooting mechanic with two weapons. (C++)
- Added a health and regeneration system. (C++)
- Improved gameplay with pickable ammo and health items. (C++)
- Created AI for enemies and allies that utilize all mechanics. (C++)
- Implemented UI elements to show health, ammo and game state (C++ and Blueprints).

Helicopter(Raylib)

2d game where the player avoids incoming missiles.(C++)

Ping-Pong(Raylib)

Classic Ping-pong game for 2 players on one keyboard.(C++)

EDUCATION

Bachelor of Computer Science

S.Seifulin Kazakh Agrotechnical Research University(KATRU)

2020 - 2024 GPA - 3.73/4.0

PROFILE

Gameplay Programmer with a passion for video games, sparked from an early age before even starting school. Started creating gameplay mechanics in university and developed a drive to continually learn and adapt. Experienced in developing a variety of personal projects, with a strong foundation in C++.