

NURBEK SULTANOV

Gameplay Programmer

CONTACT

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 Kazakhstan, Astana

 [Portfolio Website](#)

 [LinkedIn](#)

 [GitHub](#)

SKILLS

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

LANGUAGE

- English
- Russian
- Kazakh

PROJECTS

Sooze(Adventure Game in Unreal Engine 5)

- Created climbing mechanic that works in any surface. (C++)
- Implemented dialogue system with options to choose. (Blueprints)
- Added gliding mechanic that allows to shorten distance. (C++)

Third Person Shooter Game(Unreal Engine 4)

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

Helicopter(Raylib)

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

Ping-Pong(Raylib)

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

EDUCATION

Bachelor of Computer Science

S.Seifulin Kazakh Agrotechnical Research University(KATRU)

2020 - 2024 GPA - 3.73/4.0