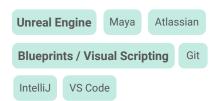
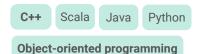
ANA LAVRENCHUK



Tools



Languages / Frameworks



Soft Skills



COURSES

Unreal Engine 5 C++ Developer	2023
Maya for Beginners	2023

EDUCATION

BSc Computer Science

University of Surrey Sep 2016 - Jul 2019

- 1st Class Honours
- Received the Gold-i Prize for best computing performance in object-oriented programming using C++



INSPIRATION

The Last Of Us A

Assassin's Creed 2

Red Dead Redemption



PROFILE

A data-driven senior engineer looking to transition into a more creative role as a Technical Game Designer where I can pursue my passion for creating immersive, story-driven gameplay and leverage my 4+ years of professional engineering experience to deliver value through dedication, adaptability and leadership.



PROJECTS

For Future 2024

A third-person shooter with a comic-noir feel.

- Documentation: thislavrenchuk.github.io/portfolio/for-future/
- Role: Designer, Solo-dev (C++, Unreal Engine)
- Goal: Implement a melee weapon mechanic inspired by The Last Of Us.

Game Jam 2023

2D office-sim on the theme "Monster".

- Documentation: thislavrenchuk.github.io/portfolio/office-sim/
- Role: Developer, **3-person team**
- Learning goal: learn about 2D game development in Unreal Engine and create a basic quest system.



WORK EXPERIENCE

Quantexa

Senior Engineer

London, UK Sep 2019 - Mar 2024

Overview

- Worked in teams of 6-30+ developers, consisting of a mix of in-house and client developers.
- My role as the second-in-command involved upskilling and managing the day-to-day of other developers
- Made key design decisions.
- Wrote extensive documentation for project processes and best practice

Project Highlights

SaaS Banking [Oct 2023 - Mar 2024]

- Acted as second-in-command, performed code reviews, set up integration testing, and led testing for quality control and bug fixes.
- Upskilling junior team members.
- Made design decisions and oversaw the implementation.

HSBC [Feb 2020 - Feb 2022]

- Worked on improving the **stability** and **scalability** of the project
- Led and delegated a major product upgrade

Additional responsibilities

- Held interviews to hire new developers
- Organised training for junior developers and inter-department knowledge-sharing session