

ANA LAVRENUCHUK

★ SKILLS

Tools

Unreal Engine Maya Atlassian
Blueprints / Visual Scripting Git
IntelliJ VS Code

Languages / Frameworks

C++ Scala Java Python
Object-oriented programming

Soft Skills

Leadership Mentoring Scrum
Teamwork Agile Interviewing

✍ 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 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