+447517621945   anastasia.lavrenchuk@gmail.com   thislavrenchuk.github.io/portfolio/   London
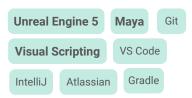
A N A   L A V R E N C H U K

PROFILE

A driven senior software engineer looking to transition into a more creative role within game design where I can pursue my passion for creating immersive, character-driven games and leverage my 4+ years of professional engineering experience to deliver value through dedication, adaptability and leadership.
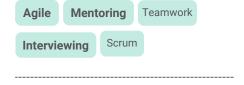
SKILLS

Tools

Unreal Engine 5   Maya   Git

Visual Scripting   VS Code

IntelliJ   Atlassian   Gradle

Languages / Frameworks

Scala   Python   C++   Java

Object-oriented programming

Soft Skills

Agile   Mentoring   Teamwork

Interviewing   Scrum

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++**

PROJECTS

For Future   2024

A comic-noir third-person shooter inspired by TLOU.
- Role: Designer, Solo-dev (**C++, Unreal Engine**)
- Documentation: *thislavrenchuk.github.io/portfolio/for-future/*
- Achievements:
  - Designed & implemented a custom **combat mechanic** to allow players to use arrows as both a long-range and melee weapon (including **animation**)
  - **Blockout** / white boxing of levels
  - Implemented enemy **AI behaviour trees**
  - **Visual scripting**

The Oddity Office [Game Jam]   2023

2D office-sim on the theme "Monster".
- Role: Developer, **3-person team**
- Documentation: thislavrenchuk.github.io/portfolio/office-sim/
- Accomplishments:
  - **Teamwork**, **communicating** requirements with team
  - Designed and implemented a **2D platformer** in UE 4
  - Learned **level prototyping and scripting**
  - Implemented a **quest system** with a focus on **story progression**

WORK EXPERIENCE

Quantexa   London, UK
Senior Engineer   Sep 2019 - Mar 2024

Overview
- Worked in teams of **6-30+ developers**, with a mix of in-house and client developers.
- As an **Associate Team Lead** my responsibilities involved **upskilling** and **managing the day-to-day** of other developers, and making **key technical design decisions:**
  - e.g. designed the the integration of a new data source into an existing ingestion pipeline.
- Wrote extensive **documentation** for project processes and best practice.

Project Highlights
SaaS Banking [Oct 2023 - Mar 2024]
- As an **Associate Team Lead**, 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
- **Managed internal pipelines** (Jenkins), monitored DBs (MySQL) and data warehouses (HDFS)

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