

Mykola Kozoriz

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SUMMARY

Game Developer with a foundation in Unreal Engine, experience in game development using Blueprints and C++. Engaged in the creation of interactive and immersive gaming experiences, with a focus on game mechanics, and gameplay programming. Proficient in collaborating with cross-functional teams of artists, designers, and senior developers to bring creative visions to life.

EXPERIENCE

C++ Unreal Engine Developer

Gamirare Inc.

January 2024 - Present, Ukraine

- Developed and implemented various features in Unreal Engine using C++ and Blueprints, focusing on both user interfaces and underlying game logic.
- Optimized UI elements and widgets to improve performance and user experience, ensuring smooth integration with the game.
- Collaborated with a multidisciplinary team to build scalable systems and adapt to project requirements, effectively utilizing both C++ and Blueprints for development.

PROJECTS

Trickster Trove

Gamirare Inc. • store.steampowered.com/app/3077850/Trickster_Trove/ • January 2024 - Present

- Implemented dynamic UI systems and game mechanics using C++ and Blueprints, ensuring intuitive and responsive interfaces that enhanced player engagement.
- Integrated a custom radial menu and authentication interface into the engine, making the designs functional and accessible for seamless user interaction.
- Led optimization efforts to improve game performance, focusing on efficient code practices and resource management.
- Coordinated with artists, designers, and other developers to create cohesive and engaging gameplay experiences, delivering a polished final product.

Project Memento - New Year, New Skills Game Jam

cognito-labs.itch.io/project-memento • January 2024 - January 2024

- Led a team of 6 individuals in the creation of a captivating game for the New Year, New Skills Game Jam.
- Developed and implemented the UI to enhance the overall player experience, focusing on clarity and aesthetics.
- Engineered an intuitive interaction system, fostering seamless player engagement with in-game elements.
- Successfully met project milestones and deadlines, showcasing effective project management skills.

EDUCATION

Computer mathematics

Taras Shevchenko National University of Kyiv • Kyiv

COURSEWORK

Game Development

IT STEP, Ukraine • 2022 • Teamwork, computer skill, time management, problem-solving, organization

SKILLS

Game Engine: Unreal Engine

Programming language: C++

Any Project MGMT Tools

Game Design: Game Mechanics

Version control systems: SVN, git