

Mykola Kozoriz

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SUMMARY

I'm a C++/UE5 game developer who ships both gameplay features and the UI/UX that ties systems together. I prefer clear architecture, data-driven setups over hardcoding, and that “snappy” feel from input to micro-animations. I work comfortably across C++ and Blueprints, optimize widgets (fewer ticks and bindings, async asset loading), and build tools so designers can extend content without touching code. I collaborate closely with design and art and keep code readable and easy to grow.

EXPERIENCE

C++ Unreal Engine Developer

Gamirare Inc.

January 2024 - November 2025, Ukraine

- At Gamirare Inc. I'm a C++/UE5 developer focused on the foundations that tie gameplay and UI together. I set up data-driven patterns, clean state machines, and sane pipelines for localization, input, and save/restore so new features plug in fast and stay consistent. Day to day I turn broad design goals into scoped, shippable work-prototyping in C++/UMG, documenting handoffs, and keeping the user experience tight and readable. I also lead the performance side for UI/gameplay surfaces, cutting binding/tick cost, moving loads async, and keeping builds stable.

PROJECT

Trickster Trove

Gamirare Inc. • store.steampowered.com/app/3077850/Trickster_Trove/ • January 2024 - November 2025

- UI: settings (video/audio/input with presets & granular overrides), localization, and persistent save/restore.
- Built **Character Selection** with **Feats (Perks)**: fully data-driven, clean state machines, polished transitions.
- Implemented a **radial menu** for quick actions and reworked input with Enhanced Input for tight, predictable feel.
- Created the **interaction layer** (usable prompts, gating) and a **boat travel** flow connecting hub ↔ dungeons on the same systems.
- Shipped the **intro/preview** (“press any button to skip”) in-engine mini-trailer.
- Hooked GAS where needed to surface ability/state to UI.
- Optimized widgets & assets for stability; micro-animations and SFX sync for snappy UI.
- Contributed to the Steam **demo** and iterated quickly based on player feedback.

Project Memento - New Year, New Skills Game Jam

cognito-labs.itch.io/project-memento

- 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

SKILLS

Game Engine: Unreal Engine

Programming language: C++

Any Project MGMT Tools

Game Design: Game Mechanics

Version control systems: SVN, git