

# Levdansky

## Igor



## Contact

Minsk, Republic of Belarus, born  
22 November 1991

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Repository:

<https://github.com/igorlev91>

## Languages

English – upper-intermediate  
Russian – native

## Summary

Inclined towards software and game engineering.

I love spending my time learning or reading new things about programming.

## Skill Highlights

- C++
- OpenGL
- Unreal Engine 4
- Python
- Game Engine
- Concurrency

## Experience

**C++ Game Programmer/ Globant - 06/2020 – present**

**C++ Game Programmer/Playtika – 03.2020 – 06.2020**

<https://www.playtika.com/>, Minsk

Working on gameplay features such as: missions, logic UI (fix bugs) etc;

<https://play.google.com/store/apps/details?id=net.supertreat.solitaire&hl=en>

**C++ Game Programmer/RogueArts - 10/2018 – 03/2020**

[roguearts.io/](http://roguearts.io/), Minsk

Developed and programmed weapons and player character mechanics in a third-person game like Battle Royal. Also implemented and sustained gameplay systems, including gadgets (for example, drones), level features, partly game modes and animation systems.

- Implemented character abilities by Gameplay Ability System;
- <https://roguewars.roguearts.io/>
- <https://www.youtube.com/watch?v=JpltVOXtqyQ>

**C++ Developer/TeslaSuit - 05/2017 to 07/2018**

[teslasuit.io/](http://teslasuit.io/), Minsk

- I took part in multiple demo-projects (VR) with the Unreal Engine 4 and was responsible for implementing AI, UI, animations, networking issues.
- Setup [mocap](#) in the Unreal Engine 4.
- Developed python based scripts for json parsing, log searching, content filtering etc; bash based scripting for continuous integration;
- Implemented service handler etc;
- Writing technical support documentation.
- I have had some experience with: C++, UE4, Boost Asio, multithreading, Python, QT Installer Framework.
- Integration game with server GameSparks.

## Higher Education

**Belarusian National Technical University:** Power faculty, engineer diploma – 2014