

# Game/Software Development Engineer

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Igor Levdansky, Male, born 22.11.1991, have more than 7 years of experience in industry

## Skills

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- Strong knowledge of C++ and Python.
- Proficiency in Unreal Engine and a deep understanding game engine core principles, rich experience in developing and optimizing performance in UE projects.
- Experience with HTML5, CSS3, and responsive design principles.
- Familiar with object-oriented programming, ECS and test-driven development (TDD) concepts, and knowledgeable about common design patterns.
- Possesses a good coding style and prefers to write clean code, practical experience applying SOLID principles to development.
- Solid coding ability, having solved over 250 problems on LeetCode.
- Strong debugging and problem-solving skills with Goland and Rust.
- Familiarity with blockchain principles.

### 1. Language Skills

- Proficient in C++ and Python,
- Familiar with Golang, Rust

### 2. Frameworks

- Proficient in Qt, ImGui.
- Familiar with Next.js, etc.

### 3. Libraries

- Familiar with Boost etc.

### 4. Backend Skills

- Familiar with Node.js
- Knowledgeable about MySQL, WebSocket

### 5. Package Managers

- Familiar with npm, pnpm, and yarn

### 6. Integration Tools

- Basic understanding of Docker, and Docker Compose
- Basic understanding of AWS, including EC2 and Route 53
- Basic understanding of Linux

### 7. Artificial Intelligence

- Experience in deploying open-source AI models

### 8. Web3

- Understanding of basic blockchain principles
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### 9. Testing Frameworks

## Work Experience

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### 1. XRLabs. — October 2024 – until these days

Worked with 2 projects and one software project

- Worked with motion capture systems (OptiTrack, Rokoko.).
- Experience with Live Link, UI development.
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### 2. Noah Labs (Creators of Bulliverse). November 2022 — October 2024 (2 years). C++ Backend/Gameplay Programmer.

- Done with two completed Web-3 game-projects: mobile (Android/iOS) BullRun and multiplayer Nercodemic (PC).

### 3. Globant. July 2020 – August 2022. Game/Software Development Engineer.

### 4. RogueArts, October 2018 – March 2020. Client Unreal Developer.

### 5. Teslaurit, May 2017 – June 2018. Junior C++ Programmer. <https://teslasuit.io/>

## Project Experience

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### Candy Crush

About game-projects: mobile (Android/iOS) BullRun and multiplayer Nercodemic (PC).

Technologies used: · Amazon Web Services (AWS), Perforce, Unreal Engine5,

- Developed multiplayer-side and integrated the game based on AWS SDK GameLift as dedicated server and custom peripheral server-side systems (matchmaking, lobby, ranking, invitation friends), services (Cognito, S3, Lambda).
- Integrated RESTful API to allow for communication between Web-backend and the game and made these systems (Wardrobe, Authenticate, Stats system, Leaderboard etc) into the game.
- Implemented In-Ads API to attract sponsors, anti-cheat system to prevent players from using CheatEngine, bug report system etc
- Integrated the game (BullRun) to Firebase (Firebase Analytics, Crashlytics, Performance Monitoring) to know more information from user.
- Developed various android functionality (for example, check out Developer Options to prevent from cheating on android, Unique id) into the game (BullRun) using native Android SDK.
- Created Utility AI system for setting up AI behaviors.
- Set up automated builds of development and production using Jenkins.

## Candy Crush

Technology stack: Golang

- I had responsibilities for implementing client-side development features and prototyping (for example worked on gameplay feature Daily Treat Machine on project Candy Crush).

## Roguewars

This project mainly mobile third-person game multiplayer battle royale shooter.

Teaser Trailer : <https://www.youtube.com/watch?v=jpltV0XtqyQ>

Technology stack: Unreal Engine.

- Responsible responsibilities for implementing client-side development features: character abilities, weapons system, player character and cover mechanics. Implemented gameplay systems: respawn system, gadgets (drones etc), game modes (capture flag, deathmatch) etc.
- Also wrote docker-compose files to configure MySQL and Nginx environments, and used GitLab, Jenkins, and Docker for continuous integration.

## Teslasuit

Technology stack: C++, C#, Gitlab, Unity, Unreal Engine, Boost, WinAPI.

- Developed plugin based on Mocap/HapticAPI SDK for Unity, Unreal Engine. Engaged in the development of multiple demo-projects (VR - HTC/Oculus) in order to demonstrate the functionality of the "Teslasuit" on world-wide exhibitions.
- Developed many scripts for json parsing, log searching, content filtering etc; bash based scripting for CI.

## Personal Projects

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### Full-Stack Open Source Project Collection

Project link: <https://github.com/igorlev91/GrappleEngine>

Technology stack:

- Frontend: Next.js 14, React 18, TypeScript, Tailwind CSS, Storybook
- Backend: Prisma, PostgreSQL, Docker
- Tools: Turborepo, pnpm, Vitest, Playwright

Project Highlights:

1. Monorepo Architecture Design
  - Built a monorepo project using Turborepo + pnpm workspace
  - Abstracted shared component libraries and tool libraries to improve code reuse
  - Unified dependency version management to reduce maintenance costs

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## ERC20 Token Contract Example

This is a demonstration project for a decentralized application (dApp) based on the ERC20 protocol, built using Hardhat, RainbowKit, and PNPM Workspace.

Project link: [GitHub - Web3 Learning Journey](#)

Technology stack:

- Smart Contracts: Developed and locally deployed using Hardhat, supporting deployment to the Sepolia test network.
- Frontend: Used RainbowKit, wagmi, ethers.js for smart contract interaction.

Functionality:

- Implemented basic functions of ERC20 tokens using ethers.js and wagmi, including wallet connection, transfers, and balance inquiries.

## Social Links

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- Github: <https://github.com/igorlev91>
- Youtube: <https://www.youtube.com/@igorlevdansky4545>

## Languages

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- I. English

## Location

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- Minsk, Republic of Belarus

## Contact Information

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## Education

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- Belarusian National Technical University, Graduated in 2014 years