

SERHII KOZLOV

GAMES PROGRAMMER

Email: kozlov.official12@gmail.com | **Address:** London, UK

GitHub: github.com/dandelion-greenwich

Portfolio: serhiikozlov.dev

PROJECTS

Mage's Crypt | Unreal engine, C++, Blueprints Jan 2025 – April 2025

- Fast-paced first-person spellcasting shooter. Developed solo for the second year project
- Usage of interfaces, event dispatchers and behaviour tree
- Worked on combat mechanics, enemy AI behaviour, pickup powerups, user interface, etc.
- Showcased at Digital Shark Expo at University of Greenwich 2025

Coco Dash | Unity, C# Jan 2024 – April 2024

- 3D game inspired by PAC-MAN. Developed in a group for the first year project
- Worked on player and camera movement, enemy AI, game loop and abilities
- Showcased at Digital Shark Expo at University of Greenwich 2024
- Grade: 1st

2D Shooter | Unity, C# April 2024

- 2D shooter game with different types of enemies and powerups
 - Strong focus on OOP principles, such as inheritance and overrides
 - Grade: 1st
-

SKILLS

Technical skills:

- Programming Languages: C++, C#, HTML, CSS
- Game Engines: Unreal Engine, Unity
- Version control: Git Bash, GitKraken,
- Other: Maya, Photoshop, Arduino

Soft skills:

- Working on multiple projects in teams
 - Agile development with SCRUM
 - Organising tabletop society in University of Greenwich
 - Languages: English, Ukrainian, Russian
-

EDUCATION

University of Greenwich, United Kingdom Sept 2023 - June 2026

Second year student in Game Design and Development (BSc, Hons), specialising in Programming

WORK EXPERIENCE

Game Mechanics Programmer, Micro Studio | Freelance, Hybrid April 2025 – July 2025

Prototyped and developed core gameplay mechanics for a gothic metal VR archery tower defense game called Parapet

OTHER WORK EXPERIENCE

Sales assistant, Zara | Full-time, Part-time

July 2023 - Now

Managed online parcel processing and stockroom organisation. Assisted with inventory management and supported customers on the shop floor

Develop: Brighton | Volunteering

July 2024, July 2025

Assisted with attendee navigation and talks organisation at an event with 5000 attendees, working as part of a team of 30+ members