

DMITRII KOLCHIN

UE5 Gameplay Programmer

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Portfolio: dmitriikolchin.co.uk Farnham, United Kingdom

EXPERIENCE

UE5 Game Developer 05/2022 - Present
4People Remote

- Designed and implemented a fully procedural event generation system for simulating volleyball match rallies, from serve to ball landing, with a various set of parameters customizable by the game design team.
- Developed a flexible gameplay camera system, enabling designers to adjust settings for various gameplay scenarios.
- Refactored project's characters class hierarchy, centralizing shared logic and components in parent classes to streamline development and reduce code duplication.

UE4 Game Developer 07/2021 - Present
Game Gods Remote

- Designed and implemented the core of a custom ability system for spell mechanics, providing a clear pipeline for other programmers to create additional spells.
- Developed multiple UI elements, including the Spell Book and Quest Journal, based on provided designs.
- Worked closely with the design team to meet project goals.
- Resolved critical bugs under tight deadlines, ensuring playtests took place on time.

Teacher Assistant 06/2024 - 09/2024
University for the Creative Arts Farnham, United Kingdom

- Delivered technical support and guidance in Unreal Engine 5 (UE5) to postgraduate students.
- Assisted students in developing and implementing game mechanics for final prototypes.

UE5 Game Developer 05/2022 - 05/2024
Arcade Distillery Remote

- Led the full technical direction of **The Light in the Darkness** project.
- Implemented all the game systems, including but not limited to dialogue system, objects interaction, mini-games & localization.
- Delivered game from the initial concept to full release on several platforms including PS5 and iOS in under 2 years.
- Managed post-release support, including bug-fixing patches and new languages support.

UE5 Game Developer 11/2021 - 05/2022
Team Clout Saint Petersburg, Russia

- Developed a user-friendly tool for setting up AI patrol systems for the **ILL** project, simplifying the enemy behavior design process for Level Designers.
- Implemented various enemy AI behaviors within the project's Utility AI system.
- Created the initial prototype of the Inventory System based on provided references.

UE4 Game Developer 06/2021 - 11/2021
Gray Guys Production Saint Petersburg, Russia

- Designed core game architecture for **Blocks and Rows** project
- Shipped the game for mobile platforms in under six months in a team of three people
- Led the iOS porting process independently
- Collaborated with Design and Art teams, utilizing Git for version control

EDUCATION

University for the Creative Arts 09/2022 - 06/2025
B.Sc. (Hons) Games Development Farnham

- Course Representative - 1st and 2nd years

The Advanced Educational Scientific Center 08/2017 - 01/2019
Moscow

- Kolmogorov's boarding school of Moscow State University
- Top-1 high school in Russia, PAEX rating in 2020

SUMMARY

Experienced game developer with 3 years in Unreal Engine (UE4 & UE5) and C++, specializing in designing custom mechanics, AI behaviors, and UI systems. Delivered multiple projects from concept to release, including mobile games, and providing technical support to teams. Skilled in problem-solving, bug fixing, and optimizing workflows. Passionate about game jams, math, and comics, with fluency in English and Russia.

SKILLS

Hard Skills

C++
Unreal Engine
C#
Python
Git
Perforce
OOP
3D Mathematics
ClickUp
Jira

Soft Skills

Problem Solving
Collaboration & Teamwork
Communication

KEY ACHIEVEMENTS

- ★ Rising Star 2024 Winner, Games Programming
- ☆ Rising Star 2023 Finalist, Games Programming

LANGUAGES

English
Russian

COURSES

Learn Advanced Modern C++ - Udemy

HOBBIES

- 🎮 Gaming
- 📖 Comics Collecting