



# Vladyslav Spitkovskiy

Senior Game Programmer — Unreal Engine 5 · C++

Based in Antwerp, Belgium — EU work authorization

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## PROFILE

Senior Game Programmer with 7+ years building gameplay, networking, and engine systems in Unreal Engine 4/5 and CryEngine. Strong focus on the Gameplay Ability System, multiplayer replication, character movement, animation, AI, and runtime profiling and optimization. Based in Antwerp; previously shipped at studios in Kyiv.

## CORE SKILLS

<b>Engines</b>	Unreal Engine 4 / 5, CryEngine
<b>Programming</b>	C++ (modern), Blueprints, QML, build & pipeline scripting
<b>Areas</b>	Gameplay Ability System (GAS), networking & replication, character movement, animation (IK blending), AI (navigation, behaviors), Niagara / VFX, computer graphics, CPU & GPU profiling and optimization
<b>Platforms &amp; Tooling</b>	Windows, Linux (FreeBSD, Debian, Ubuntu), Qt, Boost.Asio, WinAPI

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## PROFESSIONAL EXPERIENCE

### Senior Game Programmer — Skeldar Games

Antwerp, Belgium · April 2026 – Present

### Private Contracted Software Engineer — Ulavad Consulting CommV

Antwerp, Belgium · December 2025 – Present

Own consulting practice (Belgian CommV) delivering real-time visualization solutions in Unreal Engine.

### Senior Game Programmer — Gunzilla Games

Antwerp, Belgium · July 2024 – April 2026

- Gameplay programming across Gameplay Ability System, character movement, and multiplayer replication.
- CPU and GPU profiling and optimization of gameplay systems.
- Diagnosed and fixed bugs ranging from straightforward to hard-to-reproduce multiplayer edge cases.

### Senior Game Programmer (UE5) — Pixagon Games

Kyiv, Ukraine · August 2022 – September 2024

- Gameplay systems — Gameplay Ability System, character movement, animation.
- Profiling and optimization across gameplay code paths.
- Conducted technical interviews for Gameplay Programmer hires.
- Bug triage from trivial issues through hard-to-reproduce state and multiplayer bugs.

### Game Programmer (UE4 / UE5) — Pixagon Games

Kyiv, Ukraine · February 2021 – August 2022

- AI programming.
- Gameplay — Gameplay Ability System, character movement.
- Infrastructure — advanced build and pipeline scripts, third-party library integration.
- Profiling, optimization, and bug fixing.

## Game Programmer (CryEngine) — Blackwood Games

Kyiv, Ukraine · September 2019 – February 2021

- Animation programming — researched and upgraded core IK blending.
- AI programming for navigation core and behaviors.
- Built gameplay features across AI, movement, and animation systems.

## Windows Desktop Programmer (C++) — JatApp

Kyiv, Ukraine · January 2019 – August 2019

- Built QML frontends and wired them to C++ application logic.
- Implemented a custom auto-updater and a Google Analytics integration module.
- Networking with WinAPI, Qt, and Boost.Asio.

## System & Network Administrator — Computer-Aided Department, NTUU “KPI”

Kyiv, Ukraine · September 2016 – January 2019

- Maintained a 100+ workstation network and 30+ bare-metal \*nix servers (FreeBSD, Debian, Ubuntu, Windows Server).
- Provisioned web servers and proxies (Apache, Squid); ran virtualization on XenServer, VMware, KVM; monitored with Nagios.

## EDUCATION

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### Bachelor of Computer Science — National Technical University of Ukraine “Kyiv Polytechnic Institute”

2016 – 2020

### Pre-university Lyceum (PL NTUU KPI)

2013 – 2016

## CERTIFICATIONS

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- Neural Networks and Deep Learning
- Practice in Launching a Startup

## LANGUAGES

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- Ukrainian — Native (C2)
- English — Professional (C1)
- Russian — Native (C2)
- Dutch — Beginner (A1–A2, learning)