



Yevhenii Ovramenko

Gameplay Programmer

Looking for an end-of-study
internship Sep – Jun 2025

yevheniiovramenko.com

Contact

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About

An award-winning **gameplay programmer** with a strong **math** and **physics** background. Achieved a lot of experience working with **C++**, **C#**, **Unreal Engine**, **Unity**, and **UI development**. I have a keen **eye for detail** and **player feedback** in gameplay mechanics. In code, I focus on keeping everything **clean** and **simple** to provide **readability** and **maintainability**. I thrive the most in **communication with artists** and other departments because of my creative background.

Education

Game Development Bachelors 2022-Present
Howest, Digital Arts and Entertainment (DAE), Kortrijk, Belgium

General Education with distinction Secondary Education 2011-2022
Kharkiv General School of I-III level №150, Kharkiv, Ukraine

- Average mark across all subjects 11.6 out of 12
- Scholarship “Best student of an educational institution”
- 2x First places and 1x Second place in the Young Inventors Competition
- Third place in the Young Physicist Competition
- Multiple Third places in the Physics Olympiad
- 1x First place and 1x Second place in the Informatics Olympiad
- Second place in the Programming Olympiad

Experience / Projects

HyperNeon+ Feb-Jun 2024
Group project | Tasks management tools | Prototyping, Production and Polishing phases | Local Multiplayer | UE5, C++ | Perforce | The Rookies “Best Student Game” finalist

2D Game Engine Feb-Jun 2024
Engine development | Game programming patterns | C++ core guidelines | Github | Tested by recreating Galaga | CMake

GetCooked! Sep-Jan 2024
UE5, C++ | Group project | Local Multiplayer | Tasks management tools | Prototyping, Production and Polishing phases | Game programming patterns | Perforce | GDWC “Best Student Game” finalist

Current Project

Vulkan Rendering

Vulkan API using C++ | Rendering 2D and 3D objects | GitHub | Abstracted rendering pipeline | CMake | Structured Approach

Restocky

Unity | C# | GitHub | Player feedback | Mobile development

Skills

- Proficient
- Some Experience

Programming Languages

- C++
- C#
- JavaScript
- Python
- Arduino

Game Engines

- Unreal Engine
- Unity

API's / Frameworks

- SDL
- GLM
- Vulkan
- DirectX11
- WPF
- Dear ImGui

Source Control

- Git
- Perforce

IDE's

- Visual Studio
- Rider
- VS Code
- Qt Creator

Languages

- Ukrainian – native
- English – full professional proficiency
- Dutch – Beginner (learning to improve)

Hobby's

Creating **bots** and **programs** to automate daily tasks. Also, I love to create electronics using **Arduino**. Interesting in exploring **math**, **physics**, and **the business** side of game development. Competitively playing **basketball** and **table tennis**.