

SEBASTIAN “BASH” KURGUNAYEV

Game Developer

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Technical Skills

Programming Languages: C/C++, C#, Python, HTML, CSS, JavaScript
Game Engines: Unreal Engine, Unity
Libraries and Frameworks: Pygame, Ogre, OpenCV, Tkinter, Django, Chart.js, DataTables
Other Tech/Software: Git, Perforce, Trello, Asana, Clickup, Maya, Photoshop/Illustrator

Experience

Unreal Engine Developer | January 2024 – present

Nodecraft, Inc | Remote

Nodecraft Studio is an Unreal Engine plugin that provides game developers with a multiplayer server discovery system.

- Use Unreal Engine 5 to develop a native game plugin
- Build backend systems in C++ with the frontend in UMG Blueprints
- Design, prototype and implement different user interface components in UMG as well as data pipelines in C++
- Iterate quickly and address feedback from internal staff and the Senior Developer

Game Developer | April 2022 – December 2023

Combat Waffle Studios, Inc | Remote

Ghosts of Tabor is an award winning extraction based multiplayer VR FPS PVP and PVE survival game, where you have to use your wits, skills and resources to survive.

- Used Unreal Engine 4 to develop game systems
- Implemented a system to ease the setup of over 70 weapons in game, making it accessible and easy to use
- Built the game menus and settings, following the established UI style
- Made a character customizer, gun mounting wall, save and load system, streamer camera, and other features
- Worked with teammates to hook up the game front end to its backend

Software Engineer | June 2021 – December 2021

Neural Payments | Cincinnati, OH

- Quickly learned several web frameworks and libraries such as Django, Chart.js and jQuery DataTables
- Worked independently and in a small team on frontend and backend of a web-based dashboard tool
- Implemented user and client entity management, issue reporting, activity overview, search and filtering, report generation, and data visualization features

Education

Shawnee State University | Graduated May 2021

BS in Digital Simulation and Game Engineering

Technology GPA 3.59 (Cum Laude)