

# OLESYA PANYUSHKINA

Second Year University Student | Games Programmer | Games Designer

+44 7546817029 @olypann@gmail.com [linkedin.com](#) <https://olesya.dev> UK



## SUMMARY

I am a second year student studying BSc Computer Games Development (Hons) at Manchester Metropolitan University (MMU). I have always been passionate about the creative approaches to coding and this love for unique technical solutions has led me to the games development field. I have developed my programming skills throughout the years, starting with Python and Java, creating web pages with HTML, CSS and JavaScript, and progressing towards C++ and C# for my games programming with Unity and Unreal Engine. Throughout my studies I have participated in numerous events, worked on both solo and team projects, in many of which I have taken on the leadership role.

## SKILLS

C# C++ HTML CSS JavaScript Java Python

SQL Server

Game Engines previously used:

Unity Unreal Engine

## PROJECTS

### Future Me Game Jam

<https://opanyu.itch.io/spells-of-deceit>

Developed a turn-based RPG game prototype for the Future Me Game Jam in 4 days, with a team of 4 students. Later developed the prototype further into a more polished and balanced game.

### GMTK 2024 Game Jam

Was the team leader for the development of a 3D puzzle game prototype for the GMTK 2024 game jam, with a team of 6 students → 3 coders, 2 artists and 1 music composer. The game is still currently in development.

### Rising Star 2024 competition

<https://gradsingames.com/search-for-a-star/sfas-2024-the-finalists/>

Developed an action fighting mixed with rhythm game solo prototype based on a studio-set project brief for the Rising Star 2024 competition hosted by Grads in Games.

This game then got in the *finals* for the Game Design Category.

### Winter Game jam [Ice-Jam] 2024

I have hosted my own game jam for my university course, as well as participated in it, developing a simple 3D rhythm game in Unreal Engine in a team of 2.

### Personal Project - 3D exploration Game Prototype

A game prototype currently in development using Unity and C#. Collaboration with a 3D art student for multiple assets in the game. Developed complex character movement, camera work from a third-person perspective, an in-game economy and a time-based changing 3D environment.

## KEY ACHIEVEMENTS

✓ **I was the game design finalist for the international Rising Star competition**  
Created a game prototype based on a studio-set project brief for the Rising Star 2024 competition hosted by Grads in Games

🎓 **I was part of my boarding house committee and the student council**  
I was responsible for the students' overall prosperity and making light of significant international events.

★ **I was one of the ambassadors for the 'IYMC' international mathematics competition**  
Guiding other students and learning practical digital design and marketing skills

❤️ **Organised an LGBTQ+ art exhibition across three different sites as a celebration of pride month**

## LANGUAGES

**English**  
Native ●●●●●

**Russian**  
Native ●●●●●

**Spanish**  
Intermediate ●●●●●

## EDUCATION

Currently Second Year BSc (Hons) Computer Games Development

**Manchester Metropolitan University**  
📅 09/2023 - Present 📍 Manchester, UK

### A-levels

**d'Overbroecks UK**  
📅 09/2021 - 06/2023 📍 Oxford, UK

- Mathematics - A
- Further Mathematics - C
- Computer Science - B
- Extended Project (EPQ) - A
- Physics - C

## COMPLETED UNIVERSITY MODULES

**THE CRAFT OF GAME DEVELOPMENT**  
90 %

**THE ART OF GAME DESIGN**  
72 %

**TEAM PROJECT**  
78 %

## EXPERIENCE

---

### Software Developer

#### Yuzhny Kvartal

📅 06/2023 - 08/2023    📍 Moscow, Russia

- I have generated an interactive HTML page using data from Excel and AutoCAD, as well as communicated with multiple web developers for the Yuzhny Kvartal group in Krasnodar region, Russia

## COMPLETED UNIVERSITY MODULES

---

### PROGRAMMING

78 %

### MATHEMATICS FOR COMPUTING

92 %

### GRADUATE SKILLS

76 %

### DATABASES

89 %