

OLESYA PANYUSHKINA

Second Year University Student | Games Programmer | Games Designer

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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

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

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

LANGUAGES

English

Native



Russian

Native



Spanish

Intermediate

