



Olesya Panyushkina

Programmer /
Games Developer

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About Me

I am a graduate games developer from the Manchester Metropolitan University.

I specialize in C# and Unity, but also have good experience with Unreal Engine and C++, game design, graphics programming, and scripting physics systems in a game engine. I am currently looking for work experience in the industry.

Skills

- Unity
- C#
- Unreal Engine
- C++
- OpenGL
- Java
- HLSL
- Python

Education

- BSc (Hons) Computer Games Development**
Manchester Metropolitan University 2023-2026
1st Class Honours

Experience

- Fermented Oddity Studios - [Contract, Designer, Developer]** 2026

Working in a volunteer position as the designer for gameplay and character systems at Fermented Oddity Studios.

Projects

- Team Lead and Creative Director of Hellcaster**
MMU, <https://opanyu.itch.io/hellcaster> 2025-2026
I was the team leader and creative director of "Hellcaster" - a game developed by a team of 12 for a university module. I was invited to MCM Birmingham Comic Con, in collaboration with Game Republic and MMU, to showcase the game's demo.
In 2026, Hellcaster won "Best Team Game" at Upgrade, Manchester Metropolitan University annual Games and Computer Animation Showcase.
- Rising Star 2024 competition**
Grads in Games
<https://gradsingames.com/search-for-a-star/sfas-2024-the-finalists/> 2024-2025
Developed an action fighting solo prototype game based on a studio-set project brief for the Rising Star 2024 competition, hosted by Grads in Games. This game got in the finals for the Game Design Category.
- GMTK 2024 Game Jam**
GMTK 2024
I was the team leader for the development of a 3D puzzle prototype for the GMTK 2024 game jam, with a team of 6 students - 3 coders, 2 artists and 1 music composer.
- Future Me Game Jam**
MMU 2024
Developed a turn-based RPG game prototype for the Future Me Game Jam in 4 days, with a team of 4 students.