

ANATOLIY YANKOVYCH

CURRICULUM VITAE

Junior Game Developer | Games QA | 3D & Interactive Media

Glasgow, Scotland
Full UK driving licence

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PROFILE

Computer Games Development graduate with hands-on experience in Unreal Engine gameplay systems, Unity mobile development, JavaScript games, Maya modelling, animation, level design and structured testing. Dependable and practical, with commercial experience in time-critical delivery and customer service. Seeking junior, graduate, QA, 3D or interactive-media opportunities in Glasgow, hybrid or remote UK teams.

TECHNICAL SKILLS

ENGINE / DEVELOPMENT	3D / CREATIVE	QA / DELIVERY
Unreal Engine; Unity; JavaScript; object-oriented programming; gameplay systems; mobile development	Maya; 3D modelling; keyframe animation; level design; pixel art; audio and interface implementation	Active testing; bug identification; test documentation; user testing; technical reports; Agile iteration

SELECTED PROJECTS

Tournament

2020 | Unreal Engine | Gameplay systems and level design

First-person prototype supported by a complete Game Design Document and recorded gameplay.

- Implemented minimap, health, shield, damage, timer, objective and HUD systems.
- Designed the arena, traversal spaces, environmental assets, pickups and enemy concepts.
- Scoped and documented the prototype around the available development time.

Mobile Game

2020 | Unity / C# | Android, physics and UI

Obstacle-navigation game with a playable APK and pre-production report.

- Implemented joystick movement, physics obstacles, checkpoints and replay flow.
- Created the test level, main menu and end-game menu.
- Used active testing to identify compile errors, bugs and compatibility issues.

Space Bird & Church

2020 | Maya | Modelling, animation and environment art

Concept-to-render 3D work showing original design development and atmospheric presentation.

- Developed Space Bird from sketches into an articulated mechanical model and flight animation.
- Modelled and presented an atmospheric Church environment.
- Portfolio includes development drawings, model views and finished video.

EMPLOYMENT

2025 - PRESENT	Van Driver (Part-time)	Tesco
	Complete safe, timely customer deliveries; plan routes; perform vehicle checks; manage time-sensitive workloads; and provide professional customer service while pursuing a games career.	
2023 - 2024	Delivery Driver	Amazon
	Delivered parcels safely and efficiently, planned routes, managed changing priorities and maintained professional customer communication.	
JUL 2021 - JAN 2022	Hygiene Operative	Bells Food Group
	Handled industrial cleaning chemicals, operated equipment and maintained production machinery to required hygiene and safety standards.	
OCT 2019 - JAN 2020	Sales Assistant	PenCig
	Managed stock, cash and transactions; updated displays; assisted customers; and took responsibility for opening and closing.	
MAY - SEP 2018	Hygiene Operative	2 Sisters Food Group
	Operated factory equipment, handled cleaning chemicals and assembled and disassembled oven components.	

EDUCATION

2021	BSc Computer Games Development	University of the West of Scotland SCQF Level 9
2020	Diploma in Computer Games Development	SCQF Level 8 Pass; Graded Unit 2: B
2017	Mechanical Engineering Studies	City of Glasgow College SCQF Levels 6-7

ADDITIONAL VALUE

- Languages: English and Polish - fluent; Russian and Ukrainian - conversational.
- RAF Air Cadet - 32F Squadron: two years developing discipline, teamwork, communication, punctuality, confidence and resilience.
- Interests: cars and motorbikes, content creation, computer hardware, and study and implementation of open-source GPU-powered AI video tools.
- Availability: Glasgow and nearby; hybrid or remote UK; full-time, junior, graduate, internship or temporary opportunities.

Portfolio: ayankovych.co.uk - project videos, process images and documentation.