

ANATOLIY YANKOVYCH

FULL PROFESSIONAL PROFILE

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

Glasgow, Scotland
Full UK driving licence

07964 719156
anatoliy.yankovych@gmail.com

ayankovych.co.uk
linkedin.com/in/aYankovych

PROFESSIONAL SUMMARY

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.

CAPABILITIES

- Game development: Unreal Engine, Unity, JavaScript, object-oriented programming, scripting, gameplay systems, mobile development and physics.
- 3D and media: Maya modelling, animation and keyframes, level design, pixel art, graphics, interface design and audio implementation.
- QA and production: active testing, bug identification, user testing and interviews, Agile iteration, project planning and technical documentation.
- Transferable strengths: customer communication, teamwork, organisation, time management, reliability, safety awareness and practical problem-solving.

LANGUAGES, LICENCE & INTERESTS

English and Polish - fluent; Russian and Ukrainian - conversational. Full UK driving licence with access to a car. Interests include cars and motorbikes, content creation, computer hardware, technology research, and study and implementation of open-source GPU-powered AI tools for video generation.

RAF AIR CADET - 32F SQUADRON

Two years of structured cadet activity developed discipline, respect, teamwork, communication, punctuality, confidence, resilience and personal responsibility. The experience strengthened the ability to follow instructions, maintain standards and remain calm and dependable under pressure.

EMPLOYMENT HISTORY

2025 - PRESENT	Van Driver (Part-time)	Tesco
	Safe and timely customer deliveries, route planning, vehicle checks, professional customer service and responsibility for time-sensitive work.	
2023 - 2024	Delivery Driver	Amazon
	Safe parcel delivery, route planning, workload management and professional customer communication.	
JUL 2021 - JAN 2022	Hygiene Operative	Bells Food Group
	Industrial cleaning, chemical handling, equipment operation and maintenance of required production hygiene standards.	
OCT 2019 - JAN 2020	Sales Assistant	PenCig
	Customer service, sales, stock, cash handling, displays and opening and closing responsibility.	
MAY - SEP 2018	Hygiene Operative	2 Sisters Food Group
	Chemical handling, factory equipment and assembly and disassembly of oven components.	

EDUCATION

BSc Computer Games Development

2021 | University of the West of Scotland | SCQF Level 9

Study included advanced programming, Maya animation, external user testing, interviews, documentation, progress reporting and time management.

Diploma in Computer Games Development

2020 | SCQF Level 8 | Pass; Graded Unit 2: B

Included object-oriented programming, mobile development, interactive products, scripting, mathematics, 3D modelling and level editing.

Mechanical Engineering Studies

2017 | City of Glasgow College | SCQF Levels 6-7

Dynamics, CAD, engineering drawing, mathematics, materials, pneumatics and hydraulics, quality management, statics and strength of materials.

GAME & INTERACTIVE PROJECTS

Tournament

2020 | Unreal Engine | First-person development

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

- Implemented minimap, damage, health, shield, timer, objective and HUD systems.
- Designed the arena, traversal, environmental assets, pickups and enemy concepts.
- Documented scope, mechanics, interface and production planning.

Mobile Game

2020 | Unity / C# | Android

Obstacle-navigation game with joystick control, physics systems, menus, checkpoints and a playable APK.

- Implemented movement, physics, joystick controls and interactive obstacles.
- Created a complete test level, main menu, end-game menu and replay flow.
- Used active testing to identify compile errors, glitches and compatibility issues.

Inner Crisis

2018 | LAN² Studio | Team project

Pixel-art game using enemies as representations of mental-health struggles.

- Created pixel-art assets and environments.
- Contributed background music and hit/hurt effects.
- Worked on level design and programming.

VR Rope Game

2020 | Collaborative VR project

Virtual-reality project exploring rope-based interaction and player movement.

- Contributed to immersive interaction and movement behaviour.
- Participated in collaborative design, implementation and testing.
- Developers: Scott Mackenzie, Anatoliy Yankovych and Scott Ewing.

3D, WEB & ANIMATION PROJECTS

Space Bird & Church

2020 | Maya | 3D modelling and animation

Concept-to-render work covering original sketches, mechanical modelling, materials, keyframe animation and atmospheric presentation.

- Developed Space Bird from sketches to an articulated model and completed flight animation.
- Modelled a Church environment and created atmospheric rendered presentation.
- Portfolio includes sketches, development views and finished video.

3D Water Particle Animation

3D animation | Particles and fluid-style motion

Short study of water-like particles, surface detail and simulated-material behaviour.

- Explored particle motion, translucent materials and compact visual presentation.

Blood Oath

Level and environment development

Playable environment project showing level composition, navigation and 3D implementation.

- Planned player routes and environment composition.
- Implemented designed spaces as a cohesive playable level.

Planet Frontier: Planet Xzenon

JavaScript | Browser-based game development

Interactive science-fiction game demonstrating web-based gameplay logic and original world design.

- Built interactive game logic with JavaScript.
- Developed playable systems and an original setting.

SELECTED QUALIFICATIONS

- Creating a Showreel and Portfolio - SCQF Level 8 - Pass
- Designing and Developing an Interactive Product - SCQF Level 8 - Pass
- Game Customisation and Scripting - SCQF Level 8 - Pass
- Games Development: Object Oriented Programming - SCQF Level 8 - Pass
- Programming a Game for a Mobile Device - SCQF Level 8 - Pass
- 3D Modelling and Animation - SCQF Level 8 - Pass
- 3D Level Editing - SCQF Level 7 - Pass
- Computer Games: Programming Fundamentals and Creating Graphics - SCQF Level 7 - Pass

Project videos, development images, the Tournament GDD and Mobile Game pre-production report are available at ayankovych.co.uk.