

Akhmad Tadzhuddinov

+7(987)471-60-00 | tadzhuddinov.akhmad@gmail.com | [Telegram](#) | [GitHub](#) | [Itch.io](#)

Objective

Game Programmer with experience in Unreal Engine (C++/Blueprints). Seeking an Entry-level/Junior Gameplay Programmer role or internship.

Education

Ufa State Aviation Technical University

Mathematical support and administration of information systems

Russia, Ufa

2020-2024

Courses

[School 21](#)

Sberbank

Russia, Kazan

November 2024 - 2026 (Expected)

[Basics of C programming Online](#)

YoungCoder

Online, Stepik

August 2024

[Lesta Games Academy](#)

Lesta Games

Russia, Moscow

November 2023 - May 2024

[Unreal Engine C++ Developer: Learn C++ & Make Video Games](#)

GameDev.tv Team

Online, Udemy

July 2020

Personal projects

[Puppets Master](#) | Third-person hack & slash | PC | Unreal Engine 5

2024

- Designed and implemented a core minion creation system from concept to functional prototype.

[Psycho](#) | [GitHub](#) | Lesta Games Academy | Third-person hack & slash | PC | Unreal Engine 5

2023-2024

- Developed pill effects system (stat modifiers, slow-motion mechanic) with Blueprint-exposed C++ core using actor component and custom data asset
- Implemented the targeting system for player abilities and combat
- Created UI widgets for health, tutorials, and pill selection using UMG
- Developed interactable objects (notes, locks, first-aid kits)

[Run and Jump](#) | Third-person platformer | PC | Unreal Engine 5

2023

- Made an area with a variable directional force with a visual effect
- Implemented a ledge detection and climbing on these ledges

[Cyber Flow](#) | Third-person puzzle | PC | Unreal Engine 5

2023

- Implemented character control, quests, enemies, UI

[Shadowheart](#) | Third-person puzzle | PC | Unreal Engine 5

2023

- Programmed a core gameplay mechanic detecting the player's presence in shadows using traces

Skills

Programming languages: C, C++

Algorithms and data structures: knowledge of basic algorithms and data structures

Development tools: Visual Studio Code, JetBrains Rider, Git

Game engines: Unreal Engine 4\5 (Blueprints, Delegates, UMG, BehaviorTree, GAS, etc.)

Languages: English(Intermediate), Russian (Native)