SENIOR GAMEPLAY ENGINEER & TECHNICAL LEADER | C++ | UE5

Mykhailo Holovan

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Skills

C++
Designed and implemented core gameplay systems, tools, and architecture across multiple commercial projects, including Unreal Engine and custom engines.

Unreal engine 4/5
Developed advanced gameplay mechanics, animation systems, and client-server logic using C++ and Blueprints in UE4/UE5 for both mobile and PC platforms.

Blueprint
Integrated and extended gameplay systems using Unreal Engine's visual scripting system for rapid prototyping and designer collaboration.

C#
Used in Unity and backend tools for mobile and educational game development; structured maintainable and modular codebases.

Java
Developed Android-specific features, platform integration layers, and performance optimizations for mobile game projects.

python
Used for automation, build scripts, and data manipulation tasks during game development and production workflows.

Summary

Senior Game Developer with 10+ years in the gaming industry, specializing in C++ and Unreal Engine (UE4/UE5).
Proven leader in multiplayer architecture, scalable high-performance gameplay systems, and cross-platform development for PC, console, and mobile. Expert in Gameplay Ability System (GAS), client-server infrastructure, and full-cycle project delivery—from planning and prototyping to release and post-launch support. Skilled mentor and collaborator, known for thriving in fast-paced environments, upholding high quality standards, and solving complex technical challenges.

Work experience

2024-01 - present

Senior Gameplay Developer
Amber, Valencia, ES
- Led development of gameplay mechanics for UE5-based multiplayer titles.
- Implemented scalable systems using GAS and Chaos Vehicles.
- Oversaw client-server architecture and animation integrations.

2021-08 - 2024-01

Middle Gameplay Developer
Amber
- Implemented core gameplay systems and tools for cross-platform projects.
- Integrated advanced animation workflows and estimated development timelines.

2020-12 - 2025-09

Team Lead
PlanDoro Interactive
- Managed mobile app development pipelines and client communication.
- Delivered educational games and system architecture guidance.

2021-01 - 2021-05

Gameplay Programmer, Ubisoft, Kyiv
PlayStation and Xbox
- Delivered gameplay updates for PlayStation and Xbox builds.
- Participated in debugging and optimization for AAA console projects.

2020-11 - 2021-02

Assosiate Team Lead
SoftEthica, Kyiv
- Established and organized back-end development with Java, Spring, and REST APIs, coordinating team efforts and managing tasks. Served as primary customer liaison to ensure clear communication and timely delivery.

2021-03 - 2021-08

Gameplay Developer
GSC GameWorld, Kyiv
- Designed and implemented animation logic for characters and objects, organized bug diagnosis and resolution to enhance performance, and integrated with the physics system to deliver realistic, responsive gameplay mechanics.

Education

2020-05 - 2022-07

Master's Degree in Computer Science
Kyiv National EconomicsUniversity

Master's Degree in Computer Science, Kyiv National Economics University

2017-08 - 2020-05

Bachalor's Degree in Computer Science
Kyiv National EconomicsUniversity

Bachalor's in Computer Science

2013-08 - 2017-06

Junior Specialist in Computer Science
College of Information & Technology, Kyiv

Objective-c

Maintained and ported legacy iOS code, ensuring compatibility with new SDKs and smooth integration with modern systems.

Swift

Utilized for iOS app development and updates during cross-platform projects, with attention to performance and Apple platform conventions.

Kotlin

Contributed to Android application features and refactored legacy Java code during modernization tasks for game ports.

Git

Experienced in version control, branching strategies, and collaborative workflows across large codebases in both solo and team settings.

Perforce

Used extensively in AAA and large-scale production pipelines for asset management, source control, and team collaboration.

Languages

English

Ukranian

Spanish

French

German

Russian

Hobbies

Game development

I enjoy building personal game prototypes, experimenting with new mechanics, and refining my skills in Unreal Engine and C++. This hobby strengthens my creativity, technical agility, and ability to manage full development cycles.

Karting

A passion for real-world racing, karting fuels my drive for performance and discipline. It's an excellent outlet for focus, competition, and teamwork under pressure.

Woodworking

Crafting functional and artistic pieces from raw materials enhances my patience, precision, and problem-solving skills. It's a hands-on way to balance logical thinking with creativity.

Cooking

I enjoy exploring diverse cuisines and mastering techniques, which fosters creativity, attention to detail, and a willingness to experiment and learn from feedback.

Sim-Racing

Sim-racing helps sharpen my reflexes, focus, and strategic thinking. Competing online also builds a sense of fair play, continuous improvement, and technical understanding of racing mechanics.

Gaming

Playing a variety of games—from competitive multiplayer to narrative adventures—keeps me connected to evolving design trends and player psychology, enriching my perspective as a developer.