



MAKSYM HAPONOV

GAMEPLAY PROGRAMMER

ABOUT

Passionate and motivated gameplay programmer with a strong focus on Unreal Engine development, aspiring to create atmospheric, enjoyable, unique, and meaningful games, with a keen eye for performance optimization. Eager to learn, grow, and contribute to engaging and innovative game projects.

EDUCATION

Bachelor in Academician Stepan Demianchuk International University of Economics and Humanities (Rivne, Ukraine).

March 2024 – Present

[Computer Science, Faculty of Cybernetics](#)

SKILLS

- Unreal Engine
- C++
- Unreal Blueprints
- UMG
- C#
- Python

PROJECTS

1. [Lost Runner | Gameplay Programmer](#)

January 2024

A 3D casual endless runner game.

- Designed and implemented tracks with randomly spawning and destroying obstacles
- Developed a player character selection system
- Implemented counting and saving/loading points
- Integrated an energetic game soundtrack with the option to toggle it on/off

2. [Free Forced Difficulties | Gameplay Programmer](#)

March 2025 — June 2025

A first person 3D indie puzzle game with shooter and platformer elements.



gameponov.com



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github.com/Silenkes



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- Designed and implemented core gameplay mechanics in Unreal Engine 5
- Developed AI behavior to move and react intelligently
- Implemented key rebinding via Enhanced Input System
- Added graphics settings using GameUserSettings for performance optimization

LANGUAGES

Ukrainian

Native

English

A2