



MAKSYM HAPONOV

GAME PROGRAMMER

ABOUT

Passionate and motivated game programmer with a strong focus on Unreal Engine development, aspiring to create atmospheric, enjoyable, unique, and meaningful games. Eager to learn, grow, and contribute to engaging and innovative game projects. Excited to join a team of professional game developers where I can keep improving and grow into a true master of game development. I enjoy learning new skills, acknowledging my mistakes, improving through feedback, and collaborating with others to achieve shared goals.

EDUCATION

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

March 2024 – Present

[Computer Science, Faculty of Cybernetics](#)

SKILLS

- C++
- Unreal Engine
- Unreal Blueprints
- Unreal Motion Graphics
- SFML
- C#
- Python

PROJECTS

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



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github.com/Silenkes



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gameponov.com

March 2025 — June 2025

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

- 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

3. [Unreal Pongine | Solo Developer](#)

May 2026

A 2D Pong game.

- Developed using SFML 3.1 and C++
- Designed Unreal like architecture
- Implemented enemy bot
- Input processing and controls binding possibility
- Implemented audio system
- Intersection system between objects
- Added UI

LANGUAGES

Ukrainian	Native
Russian	Fluent
English	Intermediate