CONTACT

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EDUCATION

2020 - 2022
ADAM MICKIEWICZ UNIVERSITY(UAM) IN POZNAŃ

- Computer Science
- Average grade ≈ 4.0

SKILLS

- Unreal Engine / C++ / Unity / C#
- Gameplay Ability System (GAS)
- Multiplayer Replication
- AI Programming
- Tool & API Development
- Optimization & Profiling
- Source Control (Perforce, Git, PlasticSCM, Anchorpoint)
- Full-Cycle Game Development
- CI/CD pipelines (UE Horde, TeamCity) + BugSplat

LANGUAGES

- English (Advanced)
- Polish (Native)
- Russian (Native)
- German (Intermediate)

BOGDAN PANOV

GAMEPLAY PROGRAMMER

PROFILE

Gameplay Programmer with 5+ years of professional experience in Unreal Engine and Unity across PC and Mobile projects. Enjoying developing interactive gameplay & AI systems, teaching and making personal Indie games under developer name “Schizo Cat” for Steam and Google Play in my free time.

WORK EXPERIENCE

Notion Theory — JAN 2026 – PRESENT

AI Programmer

- Creating big city simulation using **MASS AI, Smart Objects**, **State Trees, Traffic System. EQS**) for creating believable interactions between the in-game characters.
- Focused on character performance optimization by converting MetaHuman characters to **Vertex Animation** units, reducing runtime skeletal animation overhead.
- Developed InZOI-like calendar feature for characters to perform specific activities at specific time with easy-to-use editor to create new schedules per character type.

Prism Studio — JAN 2024 – OCT 2025

Gameplay Programmer

- Implemented core gameplay systems, including placeable turrets, team logic, throwable explosives, jump pads, knockdowns, revives and more with fully replicated multiplayer functionality using **Gameplay Ability System** (**GAS**).
- Built designer-friendly tools (data-driven settings, modular APIs, Blueprint hooks) to streamline iteration for the game design team.
- Integrated **AI behaviors** for mobs and entities, animation syncing, and **VFX/SFX** for responsive, immersive combat.
- Optimized performance using **Unreal profiling** tools and refactored code to meet AAA-quality standards.

Polish-Japanese Academy of Information Technology — OCT 2023 – JAN 2024

Guest Lecturer On Behalf Of Chronospace

- Delivered a course on Unreal Engine covering core programming concepts.
- Designed hands-on assignments, grading rubrics, and mentored students through their semester projects.

Chronospace — SEP 2023 – JAN 2024

Unreal Engine Programmer

- Developed minigames, gameplay features, **gamepad support** for multiple input maps.
- Built **localization pipeline**, including a **Python** translation and import tool integrated with Unreal Engine.
- Implemented core systems: save/load, interactables, multilingual VO/subtitle support, sign language integration and more.
- Working closely with **UE Sequences** and integrating gameplay with cutscenes

AidLab — JUN 2023 – AUG 2023

Software Developer

- Integrated emotion-tracking hardware with health app and AI analysis module for gameplay testing.
- Ensured reliable data flow with buffering, error handling, and synchronization.
- Delivered analytics UI enabling real-time emotional state visualization.

CyberBadge — MAR 2023 – JUN 2023

Electronic Products Development (B2B)

- Built and sold customizable LED matrix devices with **Bluetooth/Wi-Fi control**.
- Developed companion mobile app for real-time drawing and client-requested features.
- Handled full product lifecycle: hardware programming, firmware, app and client delivery.

PixelAnt Games — DEC 2022 – MAR 2023

Hardware Developer (Contract)

- Delivered 10 custom RGB LED “CyberBadge” devices for events, with robust hardware and 3D-printed casings.
- Conducted QA/stress testing to ensure performance under event conditions.

BoomBit — AUG 2021 – FEB 2023

Unity Developer

- Developed UI, Gameplay systems, and Tools integrated with **PlayFab.**
- Optimized mobile performance, transitioning titles from 2D to 3D.
- Built **CPI/CTR** test prototypes (20+) for social platforms.
- Supported live ops and seasonal content that fetched using online DataSheets.