

# Olegs Jakovlevs

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<https://www.linkedin.com/in/oleg-jakovlev/>

## ABOUT ME

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Game programmer with broad experience across multiple technologies and programming languages, currently specializing in custom game engines, tools and physics. Outside of work, I enjoy high-adrenaline activities such as motorbiking, climbing, and skydiving.

## WORK EXPERIENCE

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**Double Eleven** Middlesbrough, United Kingdom  
*Middle Level Programmer - Gameplay, Tools, and Pipeline* Jun 2024 – Now

- Improved gameplay physics stability by identifying and resolving collision edge cases.
- Maintained and modernized internal tools to streamline asset workflows and update serialization formats.
- Expanded the audio pipeline to meet cross-platform requirements.
- Supported 3ds Max pipelines and integrated platform-specific assets into the game engine.

**Double Eleven** Middlesbrough, United Kingdom  
*Placement Programmer* Sep 2022 – Sep 2023

- Contributed to console ports of RimWorld: Ideology and Prison Architect 2..
- Implemented and debugged UI and gameplay features; integrated console APIs and optimized core systems.
- Assisted with mod system integration and refined AI task logic to improve simulation performance.

**Scandiweb** Riga, Latvia  
*Software Developer* Jun 2019 – Nov 2021

- Built and maintained Docker infrastructure for scalable web applications.
- Developed and supported API-based systems and data parsers in Python.
- Created and maintained websites using WordPress, Shopify, Laravel, Symfony, and Magento.
- Automated evaluation workflows through custom software tools.

## EDUCATION

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**University of Lincoln** Lincoln, United Kingdom  
*Bachelor's Degree - Games Computing* Jun 2024

Grade: 1<sup>st</sup> (mean 80%)

- Algorithms And Complexity: 87%
- Advanced Programming: 81%
- Game Programming: 83%
- Scalable Database Systems: 90%
- Artificial Intelligence: 77%

## PERSONAL PROJECTS

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**Physics Football Game** April 2024

- Developed a custom physics middleware based on PhysX 3.4.2 and built the underlying game engine.
- Experimented with physics replay systems and vehicle simulation techniques.
- Repository: <https://github.com/OlegJakovlev/PhysicsEngine>

**GPU Broad-phase Physics** April 2024

- Implemented GPU-side construction of spatial data structures (KD-Tree, Octree, BVH).
- Analyzed and compared performance metrics using NVIDIA Nsight Compute profiling tools.

### **Maze Solver Algorithms**

August 2023

- Implemented multiple pathfinding algorithms including BFS, DFS, A\*, Soukup, Treumax, Pledge, and Dead-end.
- Visualized algorithm behavior and performance using the Unity Engine.
- Repository: <https://github.com/OlegJakovlev/MazeSolvers>

### **Bomber Game**

May 2022

- Built a custom 2D game engine using C++ and the SDL library.
- Applied clean architecture principles and implemented various optimization techniques.
- Repository: [https://github.com/OlegJakovlev/SDL\\_Engine](https://github.com/OlegJakovlev/SDL_Engine)

### **Project Metro Compiler - x86 Programming**

Aug 2021

- Explored bootloader structure, execution loops, and instruction-level operations.
- Authored learning material to assist students studying x86 assembly.

## **ADDITIONAL**

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### **Languages:**

- English (Fluent)
- Russian (Fluent)
- Latvian (Professional Working Proficiency)

### **Certifications & Training:**

- Microsoft Certified: Azure AI / Data / Security Fundamentals May 2022
- MTA: Networking Fundamentals Dec 2021
- MTA: Database Fundamentals Nov 2021
- MTA: Software Development Fundamentals Feb 2021