Levi Spevakow, Software Engineer

Email

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Portfolio

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Vancouver, Canada

I am a software engineer with a deep love for games. Gameplay Programming, Graphics programming, AI Programming, and Tools Programming are all areas I am extremely enthusiastic about.

I specialize in C++, Unreal Engine, and Unreal Engine C++. I am very experienced with modern C++ patterns and principles, memory management, move semantics, template programming and build systems.

Experience

Spray N' Pray - UE5 Gameplay Programmer

July 2024 - December 2024

- Implemented dash and mantling abilities using **custom character movement** and custom **EQS Generators**.
- Created dynamic finisher sequences using custom bindings in level sequencer.
- Created custom gore / dismemberment component.
- Created global checkpoint system to store sub-levels and game state.
- Programmed engine python tools to help development speed.

Custom Place Actors - UE5 C++ Editor Plugin

June 2025 - June 2024

- Created a C++ UE5.0+ Editor plugin to extend the "Place Actors" capabilities.
- Allows a user to easily create and populate custom actor placement categories.
- Asynchronously and safely loads class references.
- Uses custom UDeveloperSettings panel for easy access.
- Source-control friendly config storage of data.

Tempus - Cross-platform C++ Vulkan Game Engine

January 2025 - Present

- 3D Game engine that builds on Windows & MacOS.
- Simple cross-platform build system with Premake.
- Implemented Vulkan rendering hardware interface.
- Created cache-friendly custom ECS architecture.
- Created custom type and metadata reflection systems.

C++ 3D SDL Engine

April 2024 - June 2024

- Created a 3D Engine using no GPU acceleration. All graphics rendered using a draw line function.
- Wrote rasterization algorithm and implemented clip space culling.
- Wrote physics movement and collision detection
- Implemented ECS architecture with generic and extensible code.

Engines

- Unreal Engine 4/5
- Unity

Languages

- C++
- C
- C#
- Python
- Java
- Kotlin
- Swift
- Javascript
- HTML / CSS
- Node
- Vue

Technology

- Git
- Vulkan
- OpenGL
- CMake
- Premake
- Jira
- Wwise
- FMOD
- Firebase
- Build Scripts

Education

Vancouver Film School

Jan 2024 - December 2024

- Programming for Games, Web & Mobile

Awards

- Vancouver Film School - Best Final Project
- Vancouver Film School - Excellence in User Experience