

Aleksey Yereshchenko

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EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY

Bachelor of Science, Game Design & Development

Cumulative GPA: 3.81; Dean's List 2022 – 2024

Relevant Courses: Data Structures and Algorithms I & II (C++), Game Design & Algorithmic Problem Solving (C#), Game Web Tech (HTML/CSS, JavaScript)

Rochester, NY

Expected Dec 2024

EXPERIENCE

PL Developments

Long Island, NY

IT Intern

May 2024 – Aug 2024

- Developed a sales forecasting model using Prophet in Python, utilizing SQL for efficient data handling, which improved the accuracy of sales predictions and informed business decisions.
- Created comprehensive documentation and mapping of office networking and frequently utilized devices, streamlining device management and network troubleshooting across the site.
- Supported routine IT operations and network device installations using Vorex, KaseyaOne, and Cisco Meraki, ensuring stable network performance and user satisfaction.

Xana Ad Hoc Studio

Rochester, NY

Game Developer, ChangelingVR

May 2023 - Aug 2023

- Collaborated in an Agile team to address bug fixes and implement code changes in Unreal Engine 4, contributing to the enhancement of our virtual reality game, ChangelingVR.
- Played a key role in developing the player's main menu UI by writing and implementing new features.
- Managed task priorities effectively using tools like ClickUp and Perforce to align with team goals and deadlines.

PERSONAL PROJECTS

Simple Shooter (C++, Unreal Engine 5)

Fall 2023

- Crafted a third-person shooter game in Unreal Engine 5 focusing on gameplay mechanics and AI behavior.
- Implemented core systems like collision detection, dynamic health management, and responsive UI using C++ to enhance game functionality.
- Developed responsive AI enemy behaviors and integrated visual/sound effects and animations to create immersive encounters.

Toon Tanks (C++, Unreal Engine 5)

Fall 2023

- Engineered a C++ driven game in Unreal Engine 5, featuring player-controlled tanks and AI turrets with complete gameplay mechanics including movement, health systems, and collision detection.
- Implemented AI enemy logic for autonomous turret behaviors, enabling dynamic player versus environment challenges.
- Integrated audio and particle systems to provide real-time feedback on in-game events such as firing, hits, and destruction.
- Developed game state management for tracking and transitioning between game start, in-progress, and end states, including HUD updates for winning/losing conditions.

SKILLS

Programming Languages: C++, C#, HTML/CSS, JavaScript, Blueprint Scripting, Python

Tools: Unreal Engine, Unity, Perforce, Visual Studio, GitHub, Photoshop CC

Languages: Fluent in English, Russian