

Aleksey Yereshchenko

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PROFESSIONAL SUMMARY

Gameplay programmer with two published Early Access titles and three years of hands-on experience building gameplay features, UI, and systems in Unreal Engine, Unity, and C++.

SKILLS

Languages: C++, C#, HTML, CSS, JavaScript

Tools and Engines: Unreal Engine 4 and 5, Unity, Perforce, GitHub, Visual Studio, JetBrains Rider

Other: Unreal Blueprints, UMG UI, Gameplay Ability System, Behavior Trees and Blackboards, Data Structures and Algorithms, Performance Optimization

WORK EXPERIENCE

Third Pie Studios

Gameplay Programmer, Ages of Cataria

Remote

September 2025 - Present

- Delivered gameplay systems in **Unreal Engine 5**, contributing to over **26,000 Steam wishlists pre-Early Access**.
- Engineered a **dynamic season system** using **custom shader logic** and **MPCs** to update more than 1,400 actors with **no measurable performance loss**.
- Overhauled the villager photo system with a centralized photobooth queue for clean, consistent portrait captures.
- Developed UI widgets and menu **systems** for graphics settings, audio, and key-bindings.
- Implemented core components of a **save and load system** to persist player settings and world state.
- Identified and **fixed bugs** using Unreal's debugging tools, resolving logic and performance issues.
- Collaborated closely with **designers, artists, and animators** to implement and iterate on gameplay features.

Xana Ad Hoc Studio

Game Developer, ChangelingVR

Rochester, NY

May 2023 - Aug 2023

- Programmed **VR gameplay** behaviors in **Unreal Engine 4** using **Blueprint scripting**.
- Built interactive in-game tablet UI for option selection and page navigation.
- Refactored a large legacy codebase** to improve scalability, performance, and readability.
- Collaborated in an **Agile** workflow using **Perforce** for version control and ClickUp for task management.

PROJECT EXPERIENCE

Project SNet (*Solo Developer, C++, Unreal Engine 5, Blueprints*)

Summer 2025

- Built a **multiplayer**, wave-based survival prototype using C++, Blueprints, and Unreal's **Gameplay Ability System**.
- Implemented **server-authoritative movement, replication, and ability activation** across networked clients.
- Developed enemy AI behaviors using **Behavior Trees, Blackboards**, and custom C++ tasks.
- Created pop-up video previews for unlocked gameplay abilities using **UMG UI**.
- Integrated **Advanced Sessions** to build a multiplayer lobby with invitations and ready-up functionality.

Project Museum (*Unity Programmer, Group Project, C#*)

Fall 2024

- Led gameplay programming in a semester-long **group project**, delivering a polished **2D action prototype**.
- Developed **core player and combat systems** (melee, ranged, dash, transformations).
- Implemented enemy and boss behaviors with animations, state handling, and responsive interactions.
- Integrated tile maps, animations, particle effects, SFX, and **post-processing using Unity's URP for polish**.
- Created a tutorial level** with behavior checks to guide player progression and teach mechanics.

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY

Bachelor of Science, Game Design and Development

Cumulative GPA: 3.84; Dean's List 2022 – 2024; *Summa Cum Laude*

Rochester, NY

Dec 2024