Aleksis Bojaruns

Enjoy seeing words and digits become games

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A results-driven and enthusiastic gameplay programmer pursuing a career in the video game industry. A proven track record of achieving high results while enrolled in a Game Technology and Entertainment program, becoming proficient in both programming and game design.

Education

Nord University, Norway – BSc in Games and Entertainment Technology (Aug 2022 – June 2025)

- Gained proficiency in software architecture, game design, and gameplay programming.
- Worked on team projects that emulated conditions used in professional game development.
- Engaged in the **Erasmus+ Blended Intensive Program: Digital Games and Virtual Reality.**

Project Roles

Gameplay programmer - Life Under Pressure   [Trailer Link](#)

- Translated game design requests into core gameplay mechanics by making responsive controls and ensuring smooth player interactions.
- Optimized performance to maintain a stable 60+ fps in a game handling thousands of dynamic entities simultaneously.

Gameplay Programmer - Riftstalkers   [Trailer Link](#)

- Specialized in AR/VR gameplay development by making and optimizing gameplay mechanics, creating responsive interactions within the framework.
- Integrated AR/VR features for a smooth player experience on Meta Quest 3 devices, collaborating closely with cross-functional teams.

Lead Programmer - Con-Quest   [Trailer Link](#)

- Led the programming efforts, ensuring the quality of the shipped gameplay mechanics, conducting thorough debugging and optimization.
- Fostered smooth communication between design, art, sound, and programming teams, leading to efficient feature implementation.

Lead Programmer – Fowleri N43-GL   [Trailer Link](#)

- Implemented a comprehensive UI of the game cooperating with designers to create an intuitive and visually appealing player interface.
- Made a significant contribution to the design of the game, emphasizing the construction of strong and effective code structures.

Technical Skills & Expertise

- Programming Languages: C#, C++
- Game Engines: Unreal Engine, Unity Engine
- Version Control: Git, GitHub Desktop
- Soft Skills: Adaptable, cooperative, efficient executor
- Art & Audio Tools: Blender, Maya, FMOD, Photoshop

Additional Experience & Interests

- Game Jamming: Regularly participate in a variety of online and offline game jams.
- Eye-Tracking: Proficient in integrating eye-tracking features using Tobii Pro Spark.
- Volunteering: Eagerly contributing to game conferences, networking with professionals.
- Technical Curiosity: Exploring new software features, techniques and methods.