

ALEXANDER TERYTYEV

GAME DEVELOPER

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[Github](#) | [Portfolio website](#) | [LinkedIn](#)



Passionate programmer who tries to push the boundaries of game development and contribute to memorable and enjoyable gaming experiences.

EDUCATION

Digital Arts & Entertainment (DAE)

Bachelors of Game Development

September 2022 - Present

Artesis Plantijn University College of Antwerp

Graduate degree programming

September 2020 – June 2022

Sint-Lodewijk School, Antwerp

Highschool diploma

September 2019 – June 2020

NOTABLE PROJECTS

An extensive description of projects can be found on [my website](#), which is continuously being updated with my new work.

[Tron Battle Tanks](#) (C++ / SDL2)

This project was built from scratch in C++ using SDL2, with a focus on reusability, modularity, and learning core game engine architecture principles. It serves both as a learning project and as a flexible framework for future 2D games.

[DirectX rendering Framework](#) (DX11)

A DirectX rendering project showcasing realistic 3D modeling and rendering techniques.

This project renders a CS ak model in a window with dynamic lighting, shading, and texture mapping.

[AT Weather App](#) (C# WPF / API Integration)

A small desktop application built with WPF that provides real-time weather information for cities around the world.

[Tower Trouble](#) (Unreal engine game)

Developed during the Game Projects course at [Howest Digital Arts and Entertainment](#), Tower Trouble was a valuable opportunity to practice and enhance skills. This project tested abilities and provided significant learning experiences for which I am incredibly grateful.

[Shiver thy timbers](#) (Unity game)

A game that was made during the Group Projects course, where you play as a ghost and haunt a pirate ship to seek revenge on the captain by scaring pirates that have different behaviors by using a self-made behavior tree inside of unity.

SKILLS & ABILITIES

Technical skills:

C++, C#, GLSL, SQL, .NET, HTML, CSS, JavaScript

Tools:

Visual studio, Git, Perforce, CMake

Frameworks and Engines:

Unity, Unreal Engine 5, SDL2, OpenGL, DirectX11

Bonuses:

Adaptive, team oriented, driver's license B

EXPERIENCE

Jera Logistics, Antwerp

2021 - 2021

Export specialist

Assisted customers by guiding them through the process of exporting goods to different locations in- and out of the EU and providing the necessary documents for the customs.

Mediterranean shipping company (MSC), Antwerp

2020 – 2021

Logistics coordinator

Worked closely with different warehouses and transport companies in Antwerp to transport needed goods from those warehouses onto MSC Ships.

Those could be goods needed for the deck or for the engine department. And helped organizing the transportation of goods from the supplier to those warehouses.

Junior network engineer

2020 – 2020

Junior network engineer

Helped with setting up the network architecture for different places. As for the hardware part that is setting up access points across the network. Connecting those through outlets to the server and making sure that from the software side everything is up and running by doing tests.

PERSONAL NOTES

When possible I really enjoy traveling to places I have never been to. To make memorable (amateur but good enough) pictures just for me to keep for later to look at. I spend my evenings by playing different games or watching movies with friends or my partner (no specific genre).

Can fluently communicate in **English, Dutch, Russian**.

I also enjoy skiing, football and basketball.

REFERENCES

References available upon request. Please contact me via email or phone mentioned at the top in the document.