

Alexander Terentyev

OBJECTIVE

My objective is to continually learn and grow within the game development industry by building cool and insane (in a good way) projects, experimenting with systems programming, and staying curious about new technologies and how to use them. I aim to contribute to innovative teams as a junior programmer while adapting my skills in gameplay, engine architecture, and problem solving.

SKILLS

C++ / C#

SDL2 / DirectX

Unity / Unreal Engine

Problem-solving

Critical thinking

Time management

Communication

PHONE

Available on request

EMAIL

olek.terentyev@gmail.com

WEBSITE

[BeHaVeZ.github.io](https://github.com/BeHaVeZ)

EXPERIENCE

SEP 2024 – JAN 2025

Generalist programmer – Shiver thy Timbers (DAE, Kortrijk, BE)

JAN 2024 – JUN 2025

Gameplay programmer – Tower Trouble (DAE, Kortrijk, BE)

JUN 2020 – JUN 2021

Logistics Coordinator – Mediterranean Shipping Company

Implemented gameplay systems, AI behaviors, and player mechanics in team projects using C++ and C#. Collaborated with designers and artists to make the projects a reality.

EDUCATION

Howest – Digital arts and Entertainment (DAE) | Kortrijk, Belgium

Focus: C++, Gameplay Programming, Engine Systems, AI, Graphics Programming (DirectX/Vulkan)

Artesis Plantijn (AP) | Antwerp, Belgium

Focus: C#, Web Development, SQL, .NET, React, Git, Software Engineering

COMMUNICATION

During development of **Shiver Thy Timbers** and **Tower Trouble**, I worked closely with artists, designers, and programmers to deliver playable builds under deadlines. I learned to communicate clearly across disciplines, adapt to shifting gameplay ideas, and ensure that our game and tech documentation stayed aligned throughout prototype/production and polish.

TEAM COLLABORATION

These projects strengthened my ability to work in structured teams using Git and Perforce for version control. I contributed to rapid iteration cycles, helped prototype new features, and supported the team by maintaining coding standards through shared technical documents.

REFERENCES

www.linkedin.com/in/alexandertentyev/

