ALEXANDER TERENTYEV

GAME DEVELOPER

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MAASTRICHTERSTEENWEG 29, HASSELT, BELGIUM

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)   *September 2022 - Present*
Bachelors of Game Development

Artesis Plantijn University College of Antwerp   *September 2020 – June 2022*
Graduate degree programming

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. The game later was pushed to *the rookies for the rookie awards 2024*.

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. The game was selected as a finalist for *Best Hobby Game in the GDWC Winter Awards 2024 (featured at 16:30 in the video)*.

Space Combat Arena: Dynamic Difficulty Adjustment (DDA) Prototype (Unity game)
For my graduation work I chose to take a look at how dynamic difficulty systems work in different games and how they can be applied and actually change a lot towards keeping the player engaged in games that have such systems in place.

The Three Dolls (Unity game)
A short atmospheric horror game created in a few days for one of the biggest horror game jams of the year (ScreamJam 2025). *The game ranked top #10 in the horror category out of 956 entries*, praised for its tension and psychological atmosphere.

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

AlterEyes, Hasselt   *2025 – present*
Gameplay programmer intern

Ported an existing production project to multiple platforms like the Steam Deck.

Created an Achievement System that works across multiple projects and platforms (PS5, Steam, Pico)

Supported development of new project ideas by rapid prototyping gameplay mechanics to see if it has potential.

Created tools and systems in a way so that it would be easier for game designers to plug and play without touching code.

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 as memories. 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.