Alexander Terentyev

OBJECTIVE

My main objective is to create awesome gameplay experiences for players by developing innovative and immersive games. I strive to design and implement engaging gameplay mechanics, compelling narratives, and advanced AI systems that captivate and challenge players. My goal is to push the boundaries of game development and contribute to memorable and enjoyable gaming experiences.

REFERENCES

www.linkedin.com/in/alexandert
erentyev/

https://github.com/BeHaVeZ

ADDRESS

Available upon request

PHONE

Available upon request

EMAIL

olek.terentyev@gmail.com

WEBSITE

https://behavez.github.io/

EXPERIENCE

2017 - PRESENT
Game developer | Digital Arts and Entertainment | Kortrijk

JUN 2020 – DEC 2021
Import/Export Specialist | Jera Logistics | Antwerp

JAN 2020 – JUN 2020
Junior network engineer | Urban education | Antwerp

Key Responsibilities: Developing and implementing engaging gameplay features, writing and maintaining clean and efficient code, debugging and optimizing game performance, creating and refining AI systems, collaborating with multidisciplinary teams, and continually improving skills and knowledge to enhance game development.

EDUCATION

Game Development - Digital Arts and Entertainment (DAE) | Kortrijk
Computer Science - Artesis Plantin University Of Applied Sciences | Antwerp

COMMUNICATION

Collaborating with team members, designers, artists, and producers to create cohesive and innovative gameplay experiences is an essential responsibility of a game developer.

KNOWLEDGE

Continuously learning new technologies and techniques, staying updated with industry trends, and being open to challenges and innovative solutions are essential responsibilities of a game developer.