

# ALEXANDER TERYTYEV

## GAME DEVELOPER

+32485129110

ALEXANDER.TERYTYEV@STUDENT.HOWEST.BE

WAGENMAKERSSTRAAT 83, KORTRIJK, 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

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### 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

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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.

## SKILLS & ABILITIES

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<b>Technical skills:</b>	C++, C#, GLSL, SQL, .NET, HTML, CSS, JavaScript
<b>Tools:</b>	Visual studio, Git, Perforce, CMake
<b>Frameworks and Engines:</b>	Unity, Unreal Engine 5, SDL2, OpenGL, DirectX11
<b>Bonuses:</b>	Adaptive, team oriented, driver's license B

## EXPERIENCE

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**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

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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

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