CONSTANTIN VERINE

Recent Bachelor Graduate

CONTACT

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EDUCATION

September 2022 - July 2025
SAE Institute Geneva
Bachelor of Science in Games Programming

August 2021 - December 2021
Swiss Army
Officer School
Level 1 Command Certificate

September 2016 - June 2019
CFPT-I, Geneva
Federal VET Diploma (CFC) in
Software Development

SKILLS

C++
C#
Python
Unity
Unreal Engine 5
Visual Studio
Cmake
GIT
Perforce
Wwise
Emscripten
HTML - CSS
PHP
SQL

SOFT SKILLS

Leadership
Plannification
Communication
Teamwork

OBJECTIVE

Motivated and **detail-oriented** graduate in Games Programming with strong skills in **C++**, **Software**, **tool** and **game development**. Successfully contributed to multiple projects, including **gameplay systems**, **sound integration** and **level design**, with a focus on **performance** and **user experience**. Eager to apply my technical knowledge in a professional environment while continuously **learning** and **improving** as a developer.

EXPERIENCE

Officer: Section Leader and Acting Company Commander (January 2022 – May 2022)
Swiss Army

- Completed training in leadership and methodological skills.
- Strengthened social and interpersonal competencies.
- Gained practical experience in daily military operations.
- Analyzed and structured complex problems under high physical and time pressure.
- Developed and implemented targeted, effective solutions.

Programming Projects (September 2022 – Present)
SAE Institute & Personal Work

- Developed multiple academic and personal projects using C++, Unreal Engine 5, and Unity.
- Created a 3D physics engine, featuring SPH fluid simulation with an octree-based collision system and a spatial hash grid.
- Developed gameplay systems and integrations in Unreal Engine 5, with a focus on modularity and team collaboration.
- Built custom tools to analyze and generate game-related data

LANGUAGES

French: Native   **Russian:** Native   **English:** Fluent
German: Intermediate