CONSTANTIN **VERINE**

Recent Bachelor Graduate

CONTACT



Cochta.github.io



constantin.verine@gmail.com



in linkedin.com/in/constantin-verine

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)

- 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

German: Intermediate

French: Native Russian: Native English: Fluent