

DANIIL PEREDERII

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ADDITIONAL CONTACTS:

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OBJECTIVE

Game Developer and Technical Designer with hands-on experience in Unreal Engine 5, Unity, VR prototyping, and AI-driven systems. I build small but complete game experiences and tools that focus on player feel, atmosphere, and smart systems under the hood. Currently on track to graduate with an AAS in Game Design and Simulation for Programmers (May 2026) and seeking opportunities where I can combine gameplay design with technical problem-solving.

CORE SKILLS

- **Game Development:**

Unreal Engine 5 (Blueprints, Level Design, VR Prototyping, VFX, Post Process), Unity (3D gameplay, UI, basic C# scripting)

- **AI & Systems:**

Gameplay AI, NavMesh, vector math (dot product, line traces), procedural spawning, basic Behavior Trees, AI-driven tools

- **Programming & Tools:**

C (C99), C# (Unity), basic C++, Python (basic automation), SQLite, Llama.cpp (FP32), NASM (hobby-level, low-level experimentation)

- **Visual & Content Tools:**

Maya (basic modeling/rigging), Photoshop (asset prep), Sony Vegas (gameplay video editing)

- **Soft Skills:**

Team coordination, live audience interaction, cross-cultural communication, designing experiences around player/audience emotion.

FEATURED GAME & AI PROJECTS

Autonomous LLM-Driven Agent Architecture with Self-Correction

System Architect & Lead Developer · C, SQLite, Vector Search, Llama.cpp, RAG · Private project

- Built a standalone AI agent in pure C with a custom RAG pipeline and vector database for semantic search.
- Implemented an RLHF-inspired "delta learning" loop: agent runs code, analyzes errors, applies a correction vector without retraining the model.
- Integrated Llama.cpp (FP32, CPU-only) on Windows (MinGW), focusing on low-latency execution, manual memory management, and a sandboxed code runner.
- Designed the system as a prototype for next-gen NPC/quest logic that can adapt and self-correct in real time in game engines like Unreal/Unity.

Roaming Rover - Command-Driven Exploration Game (UE5)

Unreal Engine 5 · Team college project - Lead Gameplay & Systems Blueprint Developer

- Implemented the core command-based rover movement system (player writes instructions, rover executes them on terrain).
- Built sandstorm post-process effects, Niagara particles, and dynamic hazards (meteor showers, geysers) with procedural spawning over a scanned landscape.
- Used line traces and surface normals to align decals and hazards correctly; configured custom collision presets for rover and damage triggers.

Galaxy VR - Asteroid Defense Experience

Unreal Engine 5 · Oculus Quest 2 · Solo project

- Built a VR prototype where the player stands on a small planet and defends it by physically throwing asteroids at attacking UFOs.
- Focus on interaction feel, physics-based gameplay, and VR user experience rather than menus or complex UI.
- Published on SideQuest for Oculus Quest 2, tested on real hardware.

ADDITIONAL PORTFOLIO & LINKS

- Itch.io Portfolio (all public projects)

[<https://rinzlerside.itch.io>]

- Galaxy VR - VR asteroid defense prototype (Oculus Quest 2, UE5)

[<https://sidequestvr.com/app/42374/galaxy-vr4>]

- Roaming Rover - UE5 team project (command-driven rover + hazards)

[<https://noah-calderwood.itch.io/roaming-rover>]

- Bee Nice Prototype - Horror-comedy maze game (UE5, team project | Role: Programmer)

[<https://noah-calderwood.itch.io/bee-nice>]

- Enoyinger Prototype - 2D climbing platformer (UE5)

[<https://rinzlerside.itch.io/enoyinger-prototype>]

- Bunker Escape - Atmospheric bunker level (UE5, level design & pacing)

[<https://rinzlerside.itch.io/bunker-escape>]

- Unity Prototypes Pack - 4 mini-games (Endless Runner, GalaxyAnim, Platformer, Rocket)

[<https://rinzlerside.itch.io/unity-prototypes-pack>]

- 3D Modeling Portfolio - Golf Trophy concepts & LEGO-style character (Maya)

[<https://rinzlerside.itch.io/3d-modeling-portfolio-golf-trophy-lego-character>]

Autonomous LLM-driven Agent Architecture

(Internal research project, no public repo available)

LANGUAGES

- Russian - Native
- Ukrainian - Native
- English - Fluent (professional working proficiency)
- Spanish - Fluent (professional working proficiency)
- German - Intermediate
- Polish, Belarusian - Conversational comprehension

EDUCATION

- Houston Community College -- Houston, TX, USA - AAS in Game Design and Simulation for Programmers (Expected May 2026)
- Institut Ramon Berenguer IV -- Cambrils, Spain 1r BAT