

Elijah Andrushenko

Software Engineer

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SKILLS

Programming Languages: C++, C, C#, Python

Game Engines: Unreal Engine, Unity, WWE 2K Proprietary Engine

WORK EXPERIENCE

WWE 2K Franchise (WWE 2K24 and WWE 2K25)

Common UI Engineer

Lost Boys Interactive under Visual Concepts (August 2023 – Present)

- Wrote and reviewed Technical Design Documents for planning of new UI systems.
- Worked closely with engineers from several different departments to collaborate on code implementation.
- Kept in close contact with designers to ensure correct feature work.
- Served as the subject matter expert on multiple areas of the project.
- Maintained and updated the tutorial overlay system of the project to meet design needs.
- Participated as the primary UI engineer in Universe Mode for WWE 2K.
- Provided engineering help for any issues that UI artists requested.
- Coordinated with Universe Team Engineers to handle story systems with branching options.
- Developed cross-platform input for UI screens across the project.
- Constructed numerous data tables and JSON files for UI screens across the project for designers to utilize.
- Supported Localization in several different languages including, English, German, French, Italian, Spanish, and Arabic.

Unannounced NDA Unreal Projects

AI Engineer and Animation Engineer

Lost Boys Interactive under Gearbox Software (August 2022 – August 2023)

- Programmed several large projects in Unreal Engine, both in C++ and Blueprints.
- Developed decision trees for enemy AI soldiers in a first-person shooter game. Behaviors include, entering and exiting cover, blind firing from cover, aiming and firing, retreating, and patrolling.
- Expanded on animation state machines to develop animation cover transitions and locomotion systems.
- Synchronized with animators and tech. artists to help develop animation systems and test levels.
- Encouraged the team to make use of the Visual Logger in Unreal Engine to help with debugging multiple game systems.

Scrap Age

UE4 Gameplay Programmer

Visual Purple – Fractal Blue Entertainment (May 2022 – August 2022)

- Worked as the project's primary engineer for an Unreal Engine VR game.
- Consolidated with various disciplines across the company to get the project kicked off.
- Onboarded teammates onto the project and delegated tasks.
- Engineered the base systems for VR player head and hand movement, AI, animation, and weapons.

RC-135 Rivet Joint Virtual Trainer

UE4 Gameplay Programmer

Visual Purple (May 2021 – December 2021)

- Implemented a checklist system that utilizes JSON files to generate steps and completion requirements.
- Created an interactive main menu system in VR.

EDUCATION

Washington State University

Major: Bachelor of Science, Computer Science

Minor: Mathematics