

# Elijah Andrushenko

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## Skills

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

**Technologies:** Unreal Engine, Perforce, Unity, Git, Unix/Linux, XCode

## Professional Experience

**Visual Purple Inc.** | May 2021 - Present

- Held several roles such as A.I. Programmer, Animation Programmer, UE4 Gameplay Programmer, and UE5 Gameplay Programmer.
- Worked on several projects that involved virtual reality games, experiences, and military training simulations.

## Projects

**Unannounced VR Game Title**

**Role:** A.I. Programmer, Animation Programmer

**Technologies & Languages:** UE4, C++, Blueprints

**Misc:** Served as the main A.I. and Animation programmer. Utilized animation state machines and behavior trees to make a fully functioning A.I. as well as developing systems for targeting and A.I. coordinated combat.

**Lunar Odyssey Escape** | [Lunar Odyssey on Steam \(steampowered.com\)](https://store.steampowered.com/app/1234567890/Lunar_Odyssey_Escape/)

**Role:** UE5 Gameplay Programmer

**Technologies & Languages:** Unreal Engine 5, C++, Blueprints

**Misc:** Implemented lunar physics on all objects in the project. Created a golf minigame in VR. Developed a back-end dependency system for the lunar rover to activate its processes. Programmed the necessary systems to launch the lunar module.

**RC-135 Rivet Joint Virtual Trainer**

**Role:** UE4 Gameplay Programmer

**Technologies & Languages:** Unreal Engine 4, C++, Blueprints

**Misc:** Contributed to the continual development and deployment of the RC-135 Virtual Trainer by, programming digital twins, bug fixing, and improving and remastering old assets in the project.

**Automaton Escape** | [Elijah-Andrushenko.com/Automaton-Escape.html](http://Elijah-Andrushenko.com/Automaton-Escape.html)

**Role:** Creator

**Technologies & Languages:** Unity, C#

**Misc:** Created a 2D-Sidescrolling shooting game that had 42 unique levels, 5 bosses, several unique enemy A.I., animations, art assets, music, SFX, and UI.

## Education

**Washington State University** | Pullman, Washington

- Bachelor of Science, Computer Science
- Minor in Mathematics