

Tatevik Avoyan

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Summary

Experienced Unreal Engine Game Developer with expertise in C++ Programming, Blueprint Visual Scripting, Multiplayer Development, Physics Systems, Debugging, and Custom Tools Development. Currently contributing to Neograph Games on the project "Wilder World."

Skills

- English (Upper Intermediate), Russian(Upper Intermediate), Armenian (Native)
 - Programming: C++, Blueprint Visual Scripting
 - Multiplayer Development
 - Physics Systems: Chaos Physics, destructible meshes, vehicle mechanics, custom vehicle system
 - Optimization: Debugging, Memory Management
 - Version Control: Git, GitHub, Bitbucket
 - Task Management: Linear, Jira, Trello
 - Audio & VFX Systems: Niagara VFX, Audio Systems
 - Input Systems, Custom Tools Development
 - AI Tools: Chat GPT, Cursor, DeepSeek. Copilot
 - Additional languages: Familiar with Python, Java, HTML, CSS, JavaScript
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Experience

Unreal Engine Developer

Neograph Games (2022 Feb – Present)

- Developed and optimized gameplay mechanics for multiplayer video games using Unreal Engine.
- Collaborated with artists and designers to implement visual and interactive elements, ensuring immersive player experiences.
- Conducted bug testing and troubleshooting for high performance across platforms.
- Utilized Blueprints and C++ to create complex features, enhancing gameplay and immersion.

Unreal Engine Developer (Freelance)

- Match-3 Mobile Game (Android) — Remote (2025 – Present)
 - Developing a Match-3 puzzle game for Android using Unreal Engine 5.
 - Implementing core gameplay systems (grid logic, tile matching, power-ups) with C++ and Blueprints.
 - Creating custom VFX, audio triggers, and optimized mobile performance.
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Education

GITC

C++ courses.

Methodology, Bachelor's Degree

M. Nalbandyan State University of Shirak (2016 – 2021)