

Tatevik Avoyan

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Summary

Experienced Unreal Engine Game Developer with a background in C++ Programming, Blueprint Visual Scripting, Multiplayer Development, and Physics Systems. Skilled in debugging and custom tools development to optimize game performance and workflow efficiency. I am contributing to Neograph Games on the [Wilder World](#) project while researching Gameplay Ability System (GAS) implementation in a top-down game to deepen my expertise. Passionate about crafting immersive gameplay experiences through innovative technical solutions.

Skills

- **Programming:** C++, Blueprint Visual Scripting
 - **Multiplayer Development**
 - **Physics Systems:** Chaos Physics, destructible meshes, vehicle mechanics
 - **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**
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Experience

Unreal Engine Game Developer

Neograph Games (2022 Feb – Present)

- Working on a multiplayer metaverse ([Wilder world](#))
 - 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.
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Education

Methodology, Bachelor's Degree

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