Alexey Andreev

Singapore, Singapore

✉ ravenametr@gmail.com   📞 82362241

in linkedin.com/in/alexey-andreev-49a63821b

Summary

Software engineer with 10+ years of experience in the game development industry.
Possesses versatile development skills due to personal aptitude and specifics of the industry.
Specializing in tasks automation, procedural generation, and rendering which includes: light transport simulations and GPGPU implemented algorithms.
Personally, ambitious in terms of creativity. A lifetime learner, and a highly motivated technical problem-solver.
Likes challenging tasks and rigorous work.
Dislikes repetitive routines.
Singapore PR.

Experience

CTO / Lead Software Engineer
Supervixi Automata
May 2021 - Present (5 months +)
Working on an AI-powered NFT generating software and NFT trading platform.

Lead Software Engineer
KWEST
Dec 2016 - May 2021 (4 years 6 months)
I was deeply involved in everything from the very beginning: hiring, quality assurance, key features development, developing production pipelines, research for AR and location-based features.

Lead Software Engineer
Supervixi Automata
Aug 2015 - Dec 2016 (1 year 5 months)
Working on games "Golemancy Arena" and "Survival Inc."

Gaming Software Developer
Suricate Games
Sep 2012 - Jun 2015 (2 years 10 months)
Game logic and game mechanic programming, using C++ and Unigine game engine

Skills

Software Development • Game Development • Unity3D • Production Tools Development • Rendering
Software Development • Game Logic • Mechanics • Rendering • C# • C++