Lex Andreev

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https://assetsstore.unity.com/publishers/100357

PROFESSIONAL SUMMARY

Software Engineer with over 14 years of experience in the game development industry, specializing in procedural generation, simulations, mathematical modeling, high-performance rendering, and GPU-accelerated algorithms. Expertise spans VR game development, graphics programming, firmware development, and middleware solutions, with a strong focus on custom tooling, optimization, and innovative content creation. Proficient in designing immersive experiences and integrating advanced rendering techniques such as light transport simulations, ray marching, and procedural shading. Highly motivated problem-solver driven by creative ambition and a commitment to continuous learning. Adept at tackling complex challenges with rigor and precision, delivering polished and efficient solutions across diverse platforms.

EXPERIENCE

Senior Game Programmer   Nov. 2021 – Aug. 2024

LAI Games

- Developed and implemented game mechanics and interactive experiences for VR games, focusing on immersive gameplay and high-performance graphics.
- Created virtual arcade machines and integrated them into the 'Arcade Legends' VR game, enhancing the overall player experience.
- Designed and developed firmware for custom arcade cabinets, facilitating seamless communication between hardware and software components.
- Built middleware and communication services to enable robust and efficient data exchange between various systems.

Solo Developer   May. 2021 – Present

Supervii Automata

- Developing an AI-powered software for generating NFTs and facilitating NFT trading, enhancing user engagement and streamlining the trading process.

Lead Software Engineer   Dec. 2016 – May. 2021

KWEST

- Contributed to all phases of project development, including hiring, quality assurance, and key feature development, resulting in enhanced production pipelines and improved research for AR and location-based features.

Lead Software Engineer   Aug. 2015 – Dec. 2016

Supervii Automata

- Contributed to the development of the games 'Golemay Arena' and 'Survival Inc.', enhancing gameplay mechanics and user engagement.

Gaming Software Developer   Sep. 2012 – Jun. 2015

Suricate Games

- Programmed game logic and mechanics using C++ and the Unigine game engine, enhancing gameplay functionality and user experience.

SKILLS

Technical Skills

Software Development, Game Development, Unity3D, C#, C++, Java script, Rendering, Game Mechanics, Firmware, Middleware, REST APIs development, Geometry, Simulations, Mathematics, Process Simulation, Code Generation

Languages

English, Russian, Chinese