

# Andrew Peresko

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## Career Summary

Experienced Unity Game Developer with over 17 years of experience in the IT industry, specializing in Unity development for mobile and desktop platforms. Expertise designing and implementing engaging gameplay systems, optimizing performance, and collaborating with cross-functional teams to create high-quality games. Passionate about crafting immersive gaming experiences and advancing game technology.

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## Professional Experience

### Unity Game Developer

DigectSoft, Minsk, Belarus

Jan 2025 – Present

- Work with published games in live ops status, providing ongoing support, implementing new features, and optimizing stability.
- Implemented Unity DOTS, ECS, and DOD to improve performance, increasing FPS by up to 1.8x in large-scale battles.
- Develop custom shaders using Unity ShaderLab and HLSL to implement visual effects and optimize performance in games.
- Collaborate with designers and developers to enhance user experience and introduce new gameplay elements.

### Unity Game Developer

DigectSoft, Minsk, Belarus

Apr 2023 – Dec 2024

- Managed and developed Build A Friend, a platformer with strategy elements, created using Unity game engine and C# programming language for iOS and Android mobile platforms and Steam desktop platform.
- Developed and implemented two unique gameplay modes for the game: a platformer and a factory manager, providing diverse gameplay experiences.
- Collaborated effectively with a level designer and a 3D artist to seamlessly integrate the platformer and the factory manager modes, delivering a cohesive and immersive experience.
- Designed and developed a custom level editor to facilitate the creation of dynamic levels, enabling easy iteration and content creation for the game.
- In addition to mobile platforms like iOS and Android, the game was also adapted for the Steam platform, which supports Windows, macOS, and Linux.

## Unity Game Developer

DigectSoft, Minsk, Belarus

Jan 2021 – Mar 2023

- Led the development of Hidden Earth: Survival, a survival game with hidden object mechanics, created using Unity game engine and C# programming language for iOS and Android mobile platforms.
- Collaborated with a UI designer, a 3D artist, and a level designer to create engaging gameplay systems.
- Achieved excellent performance on mobile platforms for an open-world level using Unity's Profiler tool, LOD techniques, and effective memory management.
- Developed mechanics for interacting with AI enemies, enhancing gameplay depth and challenge.

## Java Software Engineer

ITFreelance, Minsk, Belarus

Sep 2019 – Jul 2021

- Developed a job-searching portal using Spring Java technologies, delivering a scalable and user-friendly platform.

## Cocos2d-x Game Developer

DigectSoft, Minsk, Belarus

Nov 2018 – Jul 2019

- Developed Magic Box Puzzle, a mobile game, created using Cocos2d-x game engine and C++ programming language for iOS and Android mobile platforms, featuring four distinct mechanics: jigsaw puzzle, hidden objects, 2D match, and sequences, offering players a variety of engaging gameplay experiences.
- Designed and implemented core gameplay mechanics, ensuring seamless integration of all four game modes.

## Cocos2d-x Game Developer

Belhard Development, Minsk, Belarus

Nov 2011 – Mar 2018

Developed multiple games using game engines such as Cocos2d-x, Cocos2d, and AndEngine, along with programming languages like C++, Objective-C, and Java for iOS and Android mobile platforms, including:

- Zombie Town Defense - a tower defense game set in a post-apocalyptic world.
- World War 2 Tank Defense - a strategy-based defender game themed around the Second World War.
- Basketball Mix - a physics-based game centered on basketball.
- Christmas Holiday Match - a holiday-themed match-2 puzzle game.
- Various puzzle games featuring mechanics such as jigsaw puzzles, match-2, hidden objects, and sequences.

## Java Software Engineer

EPAM Systems, Minsk, Belarus

Aug 2009 – Nov 2011

- Developed a test automation system using Java technologies.

## Java Software Engineer

Belhard Development, Minsk, Belarus

Sep 2007 – Aug 2009

- Developed a comprehensive e-commerce platform using Java Spring Framework.
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## Education

### Belarusian State Academy of Communications

Bachelor's Degree in Telecommunication

Specialized in programming and software development

Minsk, Belarus

2000 – 2007

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## Technical Skills

- **Game Development:** Unity, DOTS, ECS, DOD, Zenject, VContainer, UniTask, UniRx, R3, DOTween, LeanTween, Addressables, Cinemachine, AI, Ads SDKs, IAP, Firebase, Analytics, ShaderLab, HLSL, Cocos2d-x
  - **Programming Languages:** C#, C++, Objective-C, Java, SQL
  - **Databases:** MySQL, PostgreSQL, SQLite
  - **Platforms:** iOS, Android, PC, macOS, Linux, Steam
  - **Tools:** Git, JIRA, Visual Studio, Xcode, Android Studio, Gradle
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## Portfolio

Explore my work and games at <https://digectsoft.com>.

- [Build A Friend](#) (Unity) - a platformer game with strategy elements.
  - [Hidden Earth: Survival](#) (Unity) - a survival game with hidden objects.
  - [World War 2 Tank Defense](#) (Cocos2d-x) - a defender game about World War 2.
  - [Zombie Town Defense](#) (Cocos2d-x) - a tower defense game about zombies.
  - [Magic Box Puzzle](#) (Cocos2d-x) - four puzzle games in one.
  - [Christmas Holiday Match](#) (Cocos2d-x) - a classical match-2 game.
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## Demo Project

An example of my project is Heroes Battle, a demo, non-commercial game simulating server interaction.

- GitHub: <https://github.com/digectsoft/Heroes-Battle>.
  - Play in browser: <https://digectsoft.com/heroes-battle.html>.
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## Certifications

**Unity courses:** Completed with distinction, focusing on Programming, Animation, Lighting, Shaders and materials, Cameras, VFX, Post-processing, UI, Audio, AI, Physics and Prototyping.