

Andrew Peresko

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Career Summary

Experienced Unity Game Developer and Java Software Engineer with over 17 years in the industry. Specializes in frontend game development using Unity and backend server development using Java. Expertise in team leadership and delivery of high-quality projects for mobile and desktop platforms. Fluent in developing robust, scalable solutions for game clients and server-side applications.

Professional Experience

Unity Game Developer

- Developed and released a variety of successful games on iOS, Android, and Steam platforms.
- Utilized Unity and Cocos2d-x to create engaging 2D and 3D games with mechanics including platformer, TPP-adventure, tower defense, hidden objects, match-2, jigsaw puzzle, and 2D-defender.
- Worked closely with cross-functional teams including designers, artists, and other developers to implement gameplay mechanics, UI, and graphics.
- Managed all stages of game development from concept to deployment, ensuring high performance and user satisfaction.
- Optimized game performance across multiple platforms, ensuring a seamless experience on both mobile and desktop environments.
- Coordinated a team of 3 members including a level designer and an art artist.

Java Backend Developer

- Developed and maintained backend services for web applications using Java.
- Collaborated with front-end developers and project managers to deliver effective and high-quality solutions.
- Participated in code reviews, debugging, and performance tuning to improve application efficiency.
- Worked in an Agile environment, contributing to sprints and continuously delivering incremental improvements.
- Led a team of 4 members, which included a UI developer, a frontend developer and a testing engineer.

Job Positions

- **Gamedev Software Engineering Team Lead**, DigectSoft, Minsk, Belarus
Jan 2022 – Present
 - **Java Software Engineering Team Lead**, ITFreelance, Minsk, Belarus
Jul 2021 – Jan 2022 (Full-Time), Jan 2022 – Jan 2023 (Part-Time)
 - **Gamedev Software Engineering Team Lead**, DigectSoft, Minsk, Belarus
Mar 2018 – Jun 2021
 - **Gamedev Software Engineering Team Lead**, Belhard Development, Minsk, Belarus
Nov 2011 – Mar 2018
 - **Senior Java Software Engineer**, EPAM Systems, Minsk, Belarus
Aug 2009 – Nov 2011
 - **Java Software Engineer**, Belhard Development, Minsk, Belarus
Sep 2007 – Aug 2009
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Education

Belarusian State Academy of Communications

Diploma in Programming, Minsk, Belarus, 2000 – 2007

Technical Skills

- **Game Development:** Unity, Zenject, VContainer, LeanTween, UniTask, Addressables, Cocos2d-x
 - **Java Technologies:** Spring, Hibernate, SQL, JDBC, Tomcat, JBoss
 - **Programming Languages:** C#, C++, Java
 - **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 projects at digectsoft.com:

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

Unity courses: [Completed with distinction](#).