

# Andrew Peresko

Minsk, Belarus

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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 PC platforms. Fluent in developing robust, scalable solutions for game clients and server-side applications.

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## Professional Experience

### Unity Game Developer

- Developed and released multiple successful games on iOS, Android, and Steam platforms.
- Utilized Unity and Cocos2d-x to create engaging 2D and 3D games.
- 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.

### Java Backend Developer

- Developed and maintained backend services for various 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.
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## Job Positions

- **Gamedev Software Engineering Team Lead**, DigectSoft, Minsk, Belarus  
Jan 2021 – 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

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## Technical Skills

- **Game Development:** Unity, 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](https://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 Essential Courses:** [Completed with distinction.](#)