Andrew Peresko

Minsk, Belarus
Phone: +375295578672
Email: andrew.peresko@digectsoft.com
LinkedIn: [LinkedIn Profile](#)

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 in designing and implementing engaging gameplay systems, optimizing game performance, and collaborating with cross-functional teams to create high-quality games. Passionate about crafting immersive gaming experiences and advancing game technology.

Professional Experience

Unity Game Developer
DigectSoft, Minsk, Belarus
Apr 2023 – Oct 2024

- Managed and developed Build A Friend, a platformer with strategy elements.
- 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 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.
- Besides mobile platforms like iOS and Android, the game was also adapted for the Steam platform, supporting 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.
- 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.
- Coordinated a team of 4 members, which included a UI developer, a frontend developer and a testing engineer.

Cocos2d-x Game Developer

DigectSoft, Minsk, Belarus

Nov 2018 – Jul 2019

- Developed Magic Box Puzzle, a mobile game 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.
- Collaborated with a 2D artist to create visually appealing and user-friendly interfaces for each game mode.

Cocos2d-x Game Developer

Belhard Development, Minsk, Belarus

Nov 2011 – Mar 2018

Developed multiple games using Cocos2d-x, 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 Second World War.
- 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.

Education

Belarusian State Academy of Communications

Diploma in Programming, Minsk, Belarus, 2000 – 2007

Technical Skills

- **Game Development:** Unity, Zenject, VContainer, LeanTween, UniTask, Addressables, IAP, Ads SDKs, Firebase, Analytics, Cocos2d-x
- **Programming Languages:** C#, C++, Java
- **Platforms:** iOS, Android, PC, macOS, Linux, Steam
- **Tools:** Git, JIRA, Visual Studio, Xcode, Android Studio, Gradle

---

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.

Certifications

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