VIKTOR KOSHOVYI

Unreal Engine 4/5 C++ Developer

CONTACT

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HARD SKILLS

- **c++**, scala, java
- Unreal engine 4/5
- unit **tests**
- GCP, AWS
- **CI/CD** gitlab, github actions, DOCKER
- backend developement

LANGUAGES

- English (advanced)
- Ukrainian (native)

HOBBIES

- Game development
- Self-education
- 3d printing
- Volunteering

Experienced backend engineer with 15 years in Java and Scala, and 5 years of hands-on Unreal Engine development. My backend background led me to study networking and multiplayer architectures in Unreal Engine 4, then I progressed into procedural generation algorithms for environments, weapons, characters and animation systems. I combine robust system design skills with practical Unreal experience and aim to transition into an Unreal Engine Developer role where I can contribute immediately and continue to grow in game development.

Me and AI

As soon as this tool appeared on the market, I started using it widely and gaining experience. I don't do vibe coding; for me, AI is an opportunity to practice pair programming and rubber duck debugging simultaneously without another person. With AI, we can do code reviews of each other, find better approaches to solving problems, explain to each other what we're doing, create documentation or scripts for process automation. AI is a tool that requires your attention and understanding; it's not a magic wand that you trust and perceive its work as magic.

I've managed to create several successful integrations with AI services in existing products to improve data analysis. In my daily work, I prefer Claude Code; it has proven itself as a reliable assistant. I use Gemini CLI a bit when working on my own projects, and from time to time I check the state of things in ChatGPT. AI tools are currently developing at an incredible speed, so I have to adapt to these changes to keep up with the market.

GAMEDEV EXPERIENCE

Gamedev was my hobby for many years, thanks to my rich commercial experience in backend development, I learned Unreal engine and c++ on a decent level. I used my commercial experience to learn unreal engine in the right way.

I was trying to make myself busy implementing various algorithms, like server side rewind, procedural environment, procedural animation, procedural props/items and complex AI behavior, multiplayer.

Eventually I learned data replication, animations, AI stuff and unit tests.I mostly practiced with third person view games, however I also worked on RTS and turn-based games.

Here is a link with some examples of my implementations

https://kosh.top/games.html
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UNREAL ENGINE 4/5 SKILLS

- **Programming:** C++, Blueprints, Plugins, Editor extensions.
- **Networking:** Multiplayer, Replication, Online subsystems, Server-client.
- **Gameplay Systems:** AI (Behavior Trees, Blackboard, Pathfinding), Animations (IK, Retargeting, Control Rig).
- **Graphics/UI:** Materials, Runtime manipulation, HUD, UI.
- **Testing:** Unit tests, Functional tests.

As I mentioned, at the moment I am backend developer who aims to switch to Unreal engine, my full CV with companies history, backend skills, may be found here https://kosh.top/cv.pdf