

Aleksey Yereshchenko

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EDUCATION

Rochester Institute of Technology

B.S. Game Design and Development | GPA: 3.84 | Summa Cum Laude

Rochester, NY

Dec. 2024

WORK EXPERIENCE

Technical Designer | Unannounced Title

Mar. 2026 – Present

Studio Blanc

Remote

- Built core gameplay systems from the ground up for a 3D co-op action prototype in Unreal Engine 5 using C++ and Blueprints, collaborating with a bootstrapped team led by former Insomniac Games developers
- Owned the end-to-end implementation of the combat framework using the Gameplay Ability System, enabling combos, melee and ranged combat, weapon management, and character abilities
- Designed and engineered a modular interaction system using Data Assets and Gameplay Effects, allowing interactable objects to modify player attributes and abilities
- Created UI systems using Common UI, including the main menu, co-op character select screen, the gameplay HUD, and interaction widgets, with support for simultaneous local multiplayer input and gamepad navigation
- Programmed an enemy AI director that dynamically adjusts wave pacing and difficulty based on real-time player attributes
- Implemented enemy AI using State Trees, granting different abilities and logic for 3 distinct enemy types
- Served as Perforce admin for a 10-person multidisciplinary team, resolving sync conflicts and onboarding new members

Gameplay Programmer | Ages of Cataria

Sep. 2025 – Mar. 2026

Third Pie Studios

Remote

- Programmed gameplay features using Blueprints and Unreal Engine 5, resulting in a published Early Access village simulator with over 26,000 wishlists
- Developed an environmental season system that transforms landscapes, foliage, and over 1,400 world actors using a Material Parameter Collection, resulting in no observable performance cost
- Overhauled the villager UI portrait feature using a queue and centralized photo booth actor, eliminating occlusion and lighting issues and improving performance
- Refactored the music system to use struct-based, data driven track selection, enabling randomized day and night music per season without code changes
- Created a settings menu using Sound Classes, Mixes, and Enhanced Input, enabling graphics, audio, and key mapping control
- Utilized Unreal Insights and debugging tools to resolve 50+ gameplay bugs, improving performance and game feel
- Collaborated with 15 artists and engineers in Agile sprints using ClickUp and Perforce

PROJECTS

Project Jedi | Solo Developer, C++, Unreal Engine 5, Blueprints, GAS

Jan. 2026 – Feb. 2026

- Built a third-person combat system in Unreal 5, using C++, Blueprints, and GAS to implement 19 gameplay abilities, including melee combat, defensive mechanics such as blocking and parrying, and various force powers
- Utilized data assets to define parameters for different combat abilities, enabling fast design iteration and rapid creation of new attacks with minimal code changes
- Engineered a runtime procedural mesh slicing system with LOD optimizations, resulting in a hitch-free dismemberment effect
- Designed the enemy AI using a Behavior Tree and Blackboard, with modular services and tasks that allow the enemy to dynamically react to the player's abilities and perform its own counter attacks and abilities
- Integrated audio and visual feedback using Gameplay Cues and interfaces to improve the combat feel and enemy readability

Project SNet | Solo Developer, C++, Unreal Engine 5, Blueprints, GAS, Multiplayer

Jul. 2025 – Aug. 2025

- Built a multiplayer shooter prototype in Unreal Engine 5 using C++, Blueprints, GAS, and Unreal's Multiplayer framework
- Created a lobby system using the Steam Subsystem and UMG UI, resulting in a Fortnite-style 4-player lobby
- Designed three enemy types with Behavior Trees and Blackboards, including a path-intercepting AI, spawned by a wave system that scales difficulty based on player count and progression

Project Pathfinder | Solo Developer, C++, Unreal Engine 5

Feb. 2025 - Mar. 2025

- Implemented an A* pathfinding system in Unreal Engine, using C++ for an interactive hex grid with weighted movement costs, obstacle toggling, and automatic path recalculation
- Mapped each tile to a grid node using a hash map for O(1) lookups, and utilized instanced static meshes for efficient rendering of large grids
- Wrote detailed documentation for every class and method in a [Google Doc](#) alongside full source code on [GitHub](#)

SKILLS

Programming: C++, C#, Blueprint Scripting

Developer Tools: Unreal Engine 4 and 5, Unity, Perforce, Git, Visual Studio, JetBrains Rider, Confluence

Systems: Gameplay Ability System, UMG UI, Common UI, Behavior Trees, State Trees, Shaders, Multiplayer Networking

Concepts: Data Structures and Algorithms, Object-Oriented Programming, Performance Optimization, 3D Math