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Portfolio

aleksejbaranovskij.com

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<https://www.linkedin.com/in/aleksej-baranovskij/>

Skills

- Languages
 - C++
 - Java
- Unreal Engine
 - C++
 - Blueprints
 - Networking (Beginner)
- OpenGL ES
- Gameplay Programming
 - Game mechanics & systems
 - Game AI
- Development Tools
 - Perforce
 - Git / GitHub
- Production
 - Jira
 - SCRUM
 - Confluence

Languages

Russian (Fluent)

English (Proficient)

Lithuanian (Conversational)

Aleksej Baranovskij

GAMEPLAY AND AI PROGRAMMER

Profile

A game programmer who is interested in gameplay development, currently studying at BUas university in Breda, Netherlands. Enthusiastic about new challenges and always seeking for opportunities to improve. Team player, always ready to contribute and collaborate.

Education

- **Breda University of Applied Sciences** **2021 - PRESENT**
Bachelor - Creative Media and Game Technologies
- **Vilnius University, Lithuania** **2019-2020**
Software Engineering
- **Klaipėdos Aitvaro Gimnazija, Lithuania** **2016-2018**
High School Diploma

Project Experience - Portfolio Summary

- **2024 - PRESENT**
RPG Game (Personal Project)
Unreal Engine 5 game built with GAS.
 - **Networking in Unreal Engine** - the game is built to work in multiplayer as a cooperative experience using **Steam's Online Subsystem**.
 - **Characters with attributes** - characters in the game have extensive attribute sets with both primary and derived secondary attributes.
 - **Data Driven** - systems in the game are built in a way where they are easily scalable and extendable by taking advantage of Data Assets & Tables and good object-oriented design.
 - **Equipment system** - players can collect and equip armor and weapons to improve their strength.
 - **Combat** - with multiple gameplay abilities and different enemy types.
 - **User Interface** - the game features UI that clearly communicates all gameplay important information to the player.
- **20/05/2023 - 10/07/2023**
Ruckus & Rascal (Team of 12)
Unreal Engine 5 couch Co-Op Adventure
 - **Interactables** - a system for creating interactable items. The game features different interactable items, which include - Pickups, Security Cameras that alert AI characters, Mini-Games and more.
 - **Mini-Games** - several mini-games where players compete side by side or against each other : Blackjack , Connect4, Slot-machine.
 - **Dynamic Camera** - dynamic camera with transitions in between rooms. Camera moves around, zooms in & out to make sure that both players stay on screen at all times.
- **06/09/2022 - 07/01/2023**
CarrEngine (Team of 5-7)
Custom engine built in C++ for Windows & PS5
 - **Game AI / Steering behaviors** - Worked on Finite State Machine, AI Controller, State & Racetrack classes to create racing AI, which used steering behaviors to navigate the track.
 - **Optimization** - Frustum Culling, Model Manager, AI performance optimization. Tools used: **Intel's VTune, Superluminal, NVidia NSight**.
 - **AI Testing Tool** - tool that can be used to test AI performance on different racing tracks and in different edge cases. Can be used to customize, test performance, serialize and export AI parameters.
 - **Game Project** - created a demo game project using the custom engine.
- Other projects can be found on my portfolio website, which include: Raytracer and other game projects (3rd Person Shooter, Platformer, Puzzle games).