

ALEKSEJ BARANOVSKIJ

Gameplay programmer

 www.linkedin.com

 Stockholm, Sweden

 baranovskij.alexej@gmail.com

 aleksejbaranovskij.com

ABOUT ME

Gameplay programmer with 3 years of experience developing games in Unreal Engine, graduated from Breda University of Applied Sciences in 2025, with a strong passion for gameplay development and problem solving.

EDUCATION

Breda University of Applied Sciences | 2021 - 2025

Bachelor (BSc) - Creative Media and Game Technologies

Vilnius University, Lithuania | 2019 - 2020

Software Engineering

WORK EXPERIENCE

Chief Rebel | 2025 - 2026

Gameplay / Generalist Programmer

Jun. 25 - Jun. 26

Gameplay Programmer Intern

Jan. 25 - May 25

Developed gameplay features for a live multiplayer title in Unreal Engine. Worked with the Gameplay Ability System (GAS) to script gameplay abilities and related logic. Created and maintained editor tools, including data export for third-party tools. Implemented and improved social systems such as friends lists and community features using XMPP/Ejabberd. Worked on user interface using UMG, ViewModels, and Blueprints.

PROJECT EXPERIENCE (University portfolio)

RPG Game project - Unreal Engine 5 game built with GAS

Developed a multiplayer game in Unreal Engine. Used Steam Online Subsystem for lobbies. Built gameplay systems using the Gameplay Ability System (GAS), with a focus on scalable and data-driven architecture. Designed and implemented an equipment system featuring randomized item attributes. Developed procedurally generated levels using PCG framework.

CarrEngine - Custom engine built in C++ for Windows & PS5

Developed racing AI using Finite State Machines and steering behaviors, including AI Controller, State, and Racetrack implementations. Optimized rendering and AI performance through frustum culling and profiling with Intel VTune, Superluminal, and NVIDIA Nsight. Created an internal AI testing tool for performance analysis, parameter tuning, and edge-case validation across different racetracks.

ShredOff - 3rd Person Shooter in Unreal Engine

Combat and weapons. Developed missions system which was used to script the tutorial. First project published on steam. Worked on post-launch updates, bug fixes, and new content.

SKILLS

- C++
- Unreal Engine
- Go
- Elixir