

# ALEKSEJ BARANOVSKIJ

## Gameplay programmer

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 Stockholm, Sweden

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### 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.

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### EDUCATION

Breda University of Applied Sciences | 2021 -2025

#### **Bachelor (BSc) - Creative Media and Game Technologies**

Vilnius University, Lithuania | 2019 - 2020

#### **Software Engineering**

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### 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.

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### 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.

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### SKILLS

- C++
- Go
- Elixir

#### Tools

- Perforce
- Git

#### Production

- Jira
- Confluence