




# Tatevik Avoyan

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## Summary

Experienced Unreal Engine Game Developer with expertise in C++ Programming, Blueprint Visual Scripting, Multiplayer Development, Physics Systems, Debugging, and Custom Tools Development. Currently contributing to Neograph Games on the project "Wilder World."

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## Skills

- **English (Upper Intermediate), Russian(Upper Intermediate), Armenian (Native)**
  - **Programming:** C++, Blueprint Visual Scripting
  - **Multiplayer Development**
  - **Physics Systems:** Chaos Physics, destructible meshes, vehicle mechanics, custom vehicle system
  - **Optimization:** Debugging, Memory Management
  - **Version Control:** Git, GitHub, Bitbucket
  - **Task Management:** Linear, Jira, Trello
  - **Audio & VFX Systems:** Niagara VFX, Audio Systems
  - Input Systems, Custom Tools Development
  - AI Tools: Chat GPT, Cursor, DeepSeek. Copilot
  - Additional languages: Familiar with Python, Java, HTML, CSS, JavaScript
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## Experience

### Unreal Engine Developer

Neograph Games (2022 Feb – Present)

- Developed and optimized gameplay mechanics for multiplayer video games using Unreal Engine.
- Collaborated with artists and designers to implement visual and interactive elements, ensuring immersive player experiences.
- Conducted bug testing and troubleshooting for high performance across platforms.
- Utilized Blueprints and C++ to create complex features, enhancing gameplay and immersion.

### Unreal Engine Developer (Freelance)

- **Match-3 Mobile Game (Android)** — Remote (2025 – Present)
  - Developing a Match-3 puzzle game for Android using Unreal Engine 5.
  - Implementing core gameplay systems (grid logic, tile matching, power-ups) with C++ and Blueprints.
  - Creating custom VFX, audio triggers, and optimized mobile performance.
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## Education

### GITC

C++ courses.

### Methodology, Bachelor's Degree

M. Nalbandyan State University of Shirak (2016 – 2021)