

## Constantine Demidovskiy

### Contacts:

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- [linkedin](#)



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### Work experience:

Pingle Game Studio

Unreal Developer, full-time; Apr 2018 – Nov 2023 (~5.5 y.)

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### Skills:

- C++ and Blueprint development
- Game mechanics
- Game physics
- Multiplayer
- UI/UX basis
- Android/iOS adaptation
- Performance profiling and optimization
- VCS: Git, Perforce
- Graphic debug
- Ingame AI
- C#
- VBA
- Java

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### Projects:

1. Hello neighbor. Smartphone porting, gameplay adaptation, UI/UX adaptation, work with game physics, bugfix. (yea, it still is a bit of a buggy mess, we did what we could)  
<https://play.google.com/store/apps/details?id=com.tinybuildgames.helloneighbor&hl=en>  
<https://apps.apple.com/app/hello-neighbor/id1386358600>
2. Reign of Amira: Arena. Game mechanics development, controls, UI/UX development, bugfix.  
(currently delisted from Google Play)

3. Internal FPS prototype. Game mechanics, controls, UI/UX development.
  4. Insurgency: Sandstorm. Bugfix, backend communication prototyping.  
<https://store.steampowered.com/app/581320/>
  5. Arcade multiplayer sport game (under NDA). Smartphone porting, gameplay adaptation, UI/UX adaptation, bugfix, gameplay mechanics prototyping/editing/creation, ingame AI editing, work with game physics, backend communication, performance profiling, graphic debug. Technical Project Leadership.
  6. Internal project. Asymmetrical multiplayer FPS/TPS in the style of Dead by Daylight/Evolve. Technical Project Leadership. Personally have not written any code, but was responsible for monitoring and support of the team of up to 20 developers, development and implementation of code style and best practices, quality control pipeline. The team worked on game mechanics, controls, multiplayer implementation and optimization, UI/UX, game physics, CPU and network performance optimization, GAS (Gameplay Ability System).
  7. Internal project. Development of automated uasset editing plugin.
  8. Gravity Sandbox (personal project). Physical and mathematical modeling, dynamic meshes.  
[https://store.steampowered.com/app/3676610/Gravity\\_Sandbox/](https://store.steampowered.com/app/3676610/Gravity_Sandbox/)
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#### **Education:**

Poltava V.G. Korolenko National Pedagogical University (PNPU)  
Master's degree, Physics and mathematics

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#### **Languages:**

Ukrainian - native  
English - C1  
Russian - native

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#### **Electrical energy independence:**

Have the ability to work full time without interruptions even when grid power is available for 2-3 hours a day.