

Georgy Treshchev

Unreal Engine C++ Developer

Contacts

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LinkedIn: [linkedin.com/in/gtreshchev](https://www.linkedin.com/in/gtreshchev)

GitHub: github.com/gtreshchev

Skills

Core: C++, Unreal Engine 4/5, Game Tools development, Plugins development, SDKs integration, Audio processing, Multithreading techniques, Third-party libraries integration, Optimization and profiling

Familiar: Perforce, Git, PHP, SQL Databases, ASP.NET

Experience

Concurrents — Tools development 2021 — Current

Development of Unreal Engine tools for cloud streaming of game content. The tasks included creating tools for visualization, extending the editor functionality, integrating libraries, multi-threaded parallelization, optimization.

Company website link: <https://www.concurrents.com/>

Self-employed — Plugins development 2020 — Current

Development of various open-source plugins for Unreal Engine, including Runtime Audio Importer, Runtime Files Downloader, etc. Also mobile game development as an example of using these plugins.

Freelance — Web development 2018 — 2020

Development of various scripts and websites using a stack of PHP, MySQL, JS.

Released projects

Runtime Archiver

2022

Runtime Archiver plugin for Unreal Engine. Cross-platform archiving and unarchiving directories and files.

<https://github.com/gtreshchev/RuntimeArchiver>

Android Native

2022

Android Native plugin for Unreal Engine that makes it easy to call Java functions via JNI.

<https://github.com/gtreshchev/AndroidNative>

Audio Analysis Tools

2021

Audio Analysis Tools plugin for Unreal Engine. Provides a variety of functions for analyzing audio data.

<https://github.com/gtreshchev/AudioAnalysisTools>

<https://www.unrealengine.com/marketplace/product/audio-analysis-tools>

Hop Dash

2020

Mobile hyper-casual rhythm game as an example of personal plugins like "Runtime Audio Importer" and "Runtime Files Downloader".

Google Play link: <https://play.google.com/store/apps/details?id=hop.dash>

Runtime Audio Importer

2020

Runtime Audio Importer plugin for Unreal Engine. Importing audio of various formats at runtime.

<https://github.com/gtreshchev/RuntimeAudioImporter>

<https://www.unrealengine.com/marketplace/product/runtime-audio-importer>

Runtime Files Downloader

2020

Runtime Files Downloader plugin for Unreal Engine. Downloading files over HTTP / HTTPS at runtime.

<https://github.com/gtreshchev/RuntimeFilesDownloader>

<https://www.unrealengine.com/marketplace/product/runtime-files-downloader>

Education

Prague Language Institute — Some university courses 2019 — 2020

Activities and societies.

Study and practice of English.

UnrealSkills (BlueprintME) — Online course 2019

Learning the basics of Blueprints, gameplay mechanics, physics, artificial intelligence, etc.

BitAM — Private school 2015 — 2019

Basic learning of some technologies (web development, media, winforms, 3d modeling).