CONSTANTINE BAZUEV

Unreal Engine Developer | Gameplay & Multiplayer

spacefok@gmail.com | linkedin.com/in/constantine-bazuev

PROFILE

Unreal Engine developer specializing in C++ and Blueprint gameplay and multiplayer systems. Take features from task breakdown and component design through AI/UI integration, debugging and host/client validation.

Location and language: Saint Petersburg, Russia. English C1.

RELEVANT SKILLS

Unreal Engine: UE5, C++, Blueprints, UMG, Enhanced Input, Behavior Tree, StateTree
Multiplayer: client/server, Server RPCs, RepNotify, state replication, ownership, Steam sessions
Development: component design, system integration, refactoring, debugging, Perforce, code review

EXPERIENCE

ODIUS | **Unreal Engine Developer** | Jan 2026 - Present | part-time

- Designed a component-based networked inventory supporting pickups, player handoffs and physics-based throwing.
- Implemented server-side ownership and range checks; synchronized shared orders, rewards and gameplay timers.
- Integrated Steam sessions and map travel with failure handling; validated host/client behavior in PIE and diagnosed connections from logs.

CyberMages | **Software Systems Engineer** | May 2026 - Nov 2026

- Redesigned quest scripting architecture, separating Blueprint scenarios from reusable C++ objectives, event handling and network synchronization.
- Refactored robot AI while preserving Blueprint compatibility; fixed drone routes and production automation issues.
- Built the quest journal, objective markers and dialogue UI to track progress and display queued dialogue lines.
- Implemented cooperative tutorials with shared progress and synchronized scenes; validated host/client behavior in PIE and regression tests.

Netology | **Education Mentor** | Jul 2025 - Aug 2026

- Reviewed Unreal projects and mentored developers in gameplay architecture, task breakdown and debugging.

Self-employed | **Unreal Engine Mentor / Developer** | Apr 2022 - Jun 2025

- Led interactive and VR training projects from task breakdown to integration; developed Blueprint systems and UI.

EDUCATION

ITMO University | BSc Game Development Technologies | 2024 - 2028

CODE SAMPLES

GitHub