

VLADISLAV KRILEV

GAME & XR DEVELOPER | SOFTWARE ENGINEER

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PROFILE

- Game & VR Engineer with 5+ years of Unreal Engine 4/5 (C++) experience
- Systems-driven developer combining software architecture with gameplay implementation
- Architect of a large-scale VR Builder Ecosystem for real-time world creation
- Strong knowledge of Unreal Engine internals and production-ready game systems

WORK EXPERIENCE

Game Systems Team Lead **2024 - 2026**
VictoriaVR

- Designed and led the development of the Builder Ecosystem, a large-scale VR system for real-time world creation.
- Designed and implemented core systems, including service lifecycles, subsystem dependencies, and runtime feature management.
- Designed and managed features from concept through implementation and release.
- Owned technical design for the Builder Ecosystem and its integration with the game.
- Collaborated with UX designers to improve usability and player experience.
- Managed system versioning and releases.
- Led the development team and coordinated work across multiple departments.
- Worked extensively with Unreal Engine internals, including Reflection, Garbage Collection, UObject lifecycle, Subsystems, and preprocessor macros.
- Implemented a custom Entity Component System (ECS).

VR Developer **2023 - 2024**
VictoriaVR

- Developed core VR gameplay systems in C++ and Blueprints using Unreal Engine 4.27–5.2.
- Implemented quest systems and scripted user flows.
- Developed gameplay AI and reactive environments.
- Implemented custom physics-based gameplay mechanics.

Game & VR Developer **2021 - PRESENT**
Voidcrafter Studios

- Designed software architectures and implemented gameplay systems across multiple Game and VR projects.
- Built PC/VR UI with UMG and implemented character interaction systems.
- Developed AI using Behavior Trees and EQS.
- Created VFX and shaders using Niagara and Unreal Material Editor.
- Developed character animation systems with Animation Blueprints, including locomotion and environment interactions.
- Wrote game and narrative design documents.
- Collaborated with external QA testers.
- Worked across projects ranging from VR experiences to action and stealth games.

EDUCATION AND TRAINING

Software Engineering **2019 - 2023**
Czech Technical University, FIT

Game Development **2023 - 2025**
Czech Technical University, FEL

Computer Games and Graphics **2025 - 2026**
Charles University

Course: UE5 Advanced lighting for movies and games **2025**
ANOMALIA

Course: UE5 Niagara Real-time FX **2024**
ANOMALIA

Course: Unreal Automation **2024**
with Blueprints, C++ and Python

SKILLS

Programming: C++, C, Python, Java, Shell Scripting

Unreal Engine: UE4/UE5, Blueprints, UMG, Niagara, Behavior Trees, EQS, Animation Blueprints, Lumen, Nanite

Game Engineering: Gameplay Programming, Game Systems Design, Software Architecture, Technical Design, Game AI, UI/UX, VR/XR Development

Engine & Systems: UObject Lifecycle, Garbage Collection, Reflection System, Subsystems, Entity Component Systems (ECS)

Tools: Git, Adobe Photoshop, Adobe After Effects

Foundations: Algorithms, Data Structures, Linear Algebra, OOP, Design Patterns, Game Mathematics, Memory Management

LANGUAGES

English (C1)
Czech (C1)
German (B2)
Bulgarian (Native)
Ukrainian (C1)
Russian (C1)