Yiorgos Bereveskos

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Professional Experience

Soulware LLC – Indianapolis, IN   **May 2022 – Present**
President
- Founded a video game development studio to craft engaging gameplay and narrative experiences.
- Spearheaded a cross-disciplinary team to create a commercially released action-adventure game.
- Integrated multiple perspectives and inspirations to create a compelling single-player narrative-driven gameplay experience.
- Fostered open communication to mitigate creative conflicts and motivate the team, working towards a common goal.
- Empowered the creation of a gameplay prototype within Unreal Engine 5.

Soulware – Indianapolis, IN   **Jan 2021 – May 2022**
Sole Proprietor
- Developed and released a proof of concept 2-D platformer game.
- Facilitated the expansion of Soulware and allowed for greater growth and the onboarding of a multi-disciplinary team.

Professional Projects

Project Horizon – Soulware LLC   **Nov 2023 – Present**
Roles: Director – Lead Designer – Producer
- Oversaw the creation of a playable prototype for Project Horizon as a proof of design concept in Unreal Engine 5.
- Conducted frequent team meetings to evaluate productivity and to ensure quality and deadline adherence.
- Crafted multiple design documents to aid my team in creating the prototype.
- Formulated core gameplay features and identified priority systems for the functionality and effectiveness of the prototype.

Talon's Blade – Soulware LLC   **May 2021 – Present**
Roles: Director – Lead Designer – Producer – Programmer – Artist
- Directed and shipped Talon's Blade, a third-person action-adventure game with a unique direction-based combat system.
- Designed, white boxed, scripted, and art passed all eight levels of Talon's Blade.
- Built levels based on ideas of flow, balance, prospect and refuge, facades, and central focus to help drive the player to points of interest and quest objectives.
- Modified and authored materials within Unreal Engine to ensure all assets fit within a cohesive design language and style.
- Utilized visual scripting within Unreal Engine 4 to craft the combat system, user interface, save system, quest system, and inventory system of Talon's Blade.

Lost Machines – Soulware   **July 2020 – Feb 2021**
Roles: Director – Lead Designer – Producer – Programmer – Artist
- Built a 2-D platformer set in a post-apocalyptic sci-fi world using Unreal Engine 4.
- Designed, scripted, and art passed all six levels and nine boss fights of Lost Machines.
- Crafted all enemies, combat encounters, and systems using Unreal Engine 4's visual node-based scripting.
- Modeled and rigged the player character, enemies, and environmental assets using Autodesk Maya.

Education

Purdue University – West Lafayette, IN   **Aug 2018 – May 2022**
B.S. Game Development and Design   **GPA 3.94**
Dean's List & Semester Honors – All Semesters

Skills

Tools: Unreal Engine, Autodesk Maya, Blender, Steam SDK, Visual Studio, Adobe Creative Cloud, Audacity, FMOD, Reaper, Microsoft Office, Git, Jira, DaVinci Resolve, Substance Painter.

Technical: Gameplay Design, Quest Design, Level Design, Narrative Design, White boxing, Scripting, Visual Scripting, UI/UX Design, Gameplay Testing, Quality Assurance Testing, Rendering Optimization, Kit Bashing, Material Authoring, Audio Authoring & Editing, Video Editing, Video Compositing, Scene Composition, Scene Lighting, Hard Surface Modelling, Weight Painting.

Communication & Leadership: Technical Documentation & Presentation, Leadership Experience, Project Management, Team Management, Collaboration Experience, Conflict Resolution, Cross-discipline Communication, Team Building.