

# 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.
- Led a cross-disciplinary team to create a commercially released dark fantasy action-adventure game.
- Integrated multiple creative perspectives and inspirations to create a compelling single-player narrative-driven gameplay experience.
- Fostered open communication to mitigate conflicts and motivate the team, working towards a common goal.

### Soulware – Indianapolis, IN

Jan 2021 – May 2022

#### Sole Proprietor

- Developed and released a proof of concept 2-D platformer game.
- Expanded Soulware from a solo development effort into a multidisciplinary game studio.

## Professional Projects

### Project Horizon – Soulware LLC

Nov 2023 – Sep 2025

#### Roles: Director – Card Game Designer – Gameplay Designer

- Led the creation of a playable prototype for Project Horizon as a proof of design concept in Unreal Engine 5.
- Conducted sprint planning and review meetings to evaluate productivity, ensure quality, and plan upcoming milestones.
- Authored design documentation that aligned a multidisciplinary team throughout development.
- Collaborated with programmers to create an AI system that searched a game tree to find the optimal move in a given position.
- Formulated core gameplay systems and identified priority systems for the functionality and effectiveness of the prototype.

### Talon's Blade – Soulware LLC

May 2021 – May 2025

#### Roles: Director – Gameplay Designer – Level Designer – Gameplay Programmer

- Directed and shipped Talon's Blade, a third-person action-adventure game.
- Designed and implemented a directional melee combat system showcased to more than 1,000 players at PAX East 2025.
- Iterated on and implemented gameplay mechanics using Animation Blueprints, Blueprint Visual Scripting, Behavior Trees, and Niagara from prototype through commercial release.
- Whiteboxed, scripted, and art-passed all eight levels of Talon's Blade.
- Utilized Blueprint Visual Scripting within Unreal Engine 4 to craft the user interface, save system, quest system, and inventory system of Talon's Blade.

### Lost Machines – Soulware

July 2020 – Feb 2021

#### Roles: Gameplay Designer – Level Designer – Gameplay Programmer

- 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 Blueprint Visual Scripting.
- Created 9 unique boss fights, each with unique mechanics and puzzle elements.

## 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, Microsoft Office, Git, Jira.

**Technical:** Combat Design, Mission Design, Encounter Design, Gameplay Design, Level Design, Sandbox Design, Quest Design, Prototyping, RPG Design, Gameplay Scripting, Gameplay Testing, Game Balancing, Kit Bashing, Hard Surface Modelling.

**Communication & Leadership:** Technical Documentation & Presentation, Leadership Experience, Project Management, Team Management, Conflict Resolution, Cross-discipline Communication, Team Building, Sprint Planning, Agile Development.