

# Georgy Treshchev

## Unreal Engine C++ Developer

### Contacts

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GitHub: [github.com/gtreshchev](https://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

- |   |                |
|---|----------------|
| <b>Concurrents</b> — 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: <a href="https://www.concurrents.com/">https://www.concurrents.com/</a>   |                |
| <b>Self-employed</b> — 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.                                     |                |
| <b>Freelance</b> — 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).