Elijah Andrushenko

Software Engineer | UI Engineer | AI Engineer | Animation Engineer

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Work Experience

Lost Boys Interactive   **Remote**
Software Engineer   August 2022 – April 2025
- Authored 50+ technical design documents for AAA titles, clearly outlining feature requirements and system architecture.
- Partnered with animators, artists, tech. artists, and designers to architect and implement cross-disciplinary gameplay systems.

Visual Purple Inc.   **Boise, ID**
UE4 Gameplay Programmer   May 2021 – August 2022
- Released two Unreal projects and launched the vertical slice of an additional Unreal 5 project.
- Mentored junior engineers and onboarded new hires onto existing projects.

Skills

Programming Languages: C++, C, C#, Python
Game Engines: Unreal, Unity, WWE 2K Proprietary Engine
Other: Perforce, Jira, Git, Jenkins, Blueprints, HTML/CSS, JSON

Professional Projects

WWE 2K24/2K25   **WWE 2K Proprietary Engine**
Common UI Engineer   July 2023 – April 2025
- Served as the UI, Subject Matter Expert, in the Universe game mode.
- Adjusted 100+ code files to allow for intergender matches to be enabled.
- Supported Localization in several different languages including, English, German, French, Italian, Spanish, and Arabic.
- Developed cross platform UI input handling for Xbox One, Xbox Series X/S, PlayStation 4/5, and PC.
- Fixed 150+ bugs in a four-month period.

Unreleased Looter Shooter   **Gearbox Modified Unreal Engine 4**
Gameplay AI and Animation Engineer   March 2023 – July 2023
- Constructed AI behavior trees and animation blueprints for 3 boss-type enemies and 15 basic enemies.

Unreleased First-Person Shooter   **Unreal Engine 4**
Gameplay AI and Animation Engineer   August 2022 – March 2023
- Built AI behaviors: cover usage, blind fire, patrolling, retreating, targeting, grenade logic, via Unreal behavior trees.
- Implemented locomotion and cover animations using Unreal state machines.
- Created Unreal tools to calculate animation root motion distance traveled in game for distance matching animation systems.
- Promoted the use of Visual Logger to improve debugging efficiency.

Scrap Age   **Unreal Engine 5 in VR**
Gameplay Programmer   June 2022 – August 2022
- Provided all engineering support for VR input, camera, animation systems, AI systems, and weapon systems.

Lunar Odyssey   **Unreal Engine 4/5 in VR**
Gameplay Programmer   December 2021 – June 2022
- Engineered a golf mini-game in VR that has spawning targets along with a working timer and scoreboard.

RC-135 Rivet Joint Virtual Trainer   **Unreal Engine 4 in VR**
Gameplay Programmer   May 2021 – December 2021
- Optimized performance in VR by reducing polygon counts on high-fidelity scanned meshes, achieving a stable 30+ FPS with 1000+ objects in a constrained virtual space
- Programmed a data-driven quest system using JSON to define task objectives, with runtime logic for tracking and verifying player progress.

Education

Washington State University
Bachelor of Science, Computer Science
Minor in Mathematics