



CONSTANTIN VERINE

C++ Software Engineer

CONTACT

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EDUCATION

- Bachelor of Science in Games Programming**
SAE Institute Geneva (2022 – 2025)
- Federal VET Diploma in Software Development**
CFPT-I Geneva (2016 – 2019)

SKILLS

Programming Languages:
C++, C#, Python

Areas of Expertise:
Engine Programming
Software Architecture
Gameplay Programming
Performance Optimization
Physics Simulation

Development Tools:
Unreal Engine 5, Unity
Git, Perforce, CMake
Visual Studio, Rider

LANGUAGES

- French** — Native
- Russian** — Native
- English** — Fluent
- German** — Advanced

HOBBIES

Calisthenics
Trekking
Chess

PROFILE

Software Engineer specialized in **modern C++** with strong experience developing **real-time applications** using Unreal Engine 5. Skilled in designing **scalable software architectures**, **performance optimization**, **modular systems**, and **simulation programming**. Experienced in delivering software features from concept to implementation with a strong focus on clean, maintainable, and efficient code. Passionate about solving **complex technical challenges** and building reliable, **high-performance applications**.

EXPERIENCE

- Software Engineer (C++ / Unreal Engine)**
Axiosys Studios (September 2025 – Present)
 - Designed and implemented gameplay features, engine components and development tools using modern C++ and Unreal Engine 5.
 - Developed modular gameplay systems with a strong focus on maintainability and scalability.
 - Optimized runtime performance and improved existing systems.
 - Collaborated within a multidisciplinary team using Git and agile development practices.
 - Contributed to feature design, debugging, code reviews and solving complex technical challenges.

TECHNICAL PROJECTS

- Simulation & Management Project**
Personal Project (June 2026 – Present)
 - Leading the development of a commercial simulation and management game in Unreal Engine 5.
 - Managing the project's technical direction and coordinating a small multidisciplinary team.
 - Architecting scalable gameplay and data-driven systems.
 - Developing editor tools, systems and gameplay mechanics in modern C++.
- Ruby and the Lost Crystals**
 **Winner – Best Student Game Project, SAE Awards 2025**
SAE Institute (September 2024 – September 2025)
 - Contributed to the development and commercial release of a game on Steam.
 - Developed gameplay systems and engine features using C++ and Blueprints.
 - Collaborated with designers, artists and audio engineers to implement gameplay mechanics.
- 3D Physics Engine & SPH Fluid Simulation**
Bachelor Thesis & Personal Project (September 2023 – September 2025)
 - Developed a custom 3D real-time physics engine in modern C++.
 - Designed a modular engine architecture supporting collision detection, rigid body dynamics and extensible simulation systems.
 - Built an SPH fluid simulation supporting 40,000+ particles using GPU compute shaders (vs. ~1,200 on a single CPU thread).
 - Implemented octree and spatial hash structures for efficient neighbor searches.

ADDITIONAL EXPERIENCE

- Military Officer – Lieutenant**
Swiss Armed Forces (January 2020 – May 2022)
 - Promoted from Soldier to Sergeant, then to Lieutenant through successive leadership training.
 - Served as Section Leader and Acting Company Commander, overseeing the training and coordination of up to 300 recruits.
 - Planned, coordinated and supervised personnel, training activities and mission execution in high-pressure environments.