

TREZUBOV KIRILL

TECH LEAD & SENIOR GAMEPLAY ENGINEER

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SUMMARY

Senior Gameplay Engineer / Technical Lead with 7+ years of C++ experience and 3+ years in Unreal Engine 5, specializing in gameplay systems, multiplayer, tools, performance, and technical ownership.

SKILLS

- C++
- Unreal Engine 5
- System Design
- Gameplay Ability System (GAS)
- Combat & Weapon Systems
- EQS, Behavior Trees, State Trees, AI Perception
- 3D Math, Vectors, Matrices & Linear Algebra
- Multiplayer
- Multithreading
- Slate, UMG, Common UI, MWM
- Optimization, Debugging, Profiling
- Python, Lua
- Visual Studio, Rider
- Perforce, Git LFS
- Agile (Scrum, Kanban, XP)

EXPERIENCE

Majestic Games - Dubai, UAE

Senior Gameplay Engineer | Mar 2025 - Present

Unreal Engine 5 (C++, Blueprints) | Unannounced MMO game

- Developed gameplay systems in UE5 using C++, Gameplay Ability System (GAS)
- Architected modular, Data Asset-driven gameplay frameworks, improving maintainability, scalability, and designer iteration speed.
- Developed custom Unreal Engine editor tools and Slate interfaces, including Editor Utilities using Python, Lua, enabling designers to configure complex gameplay systems independently
- Built gameplay debugging and developer tools, including console commands, Cheat Manager utilities, and real-time in-world visualization of traces, collision shapes, and gameplay state
- Delivered features across the full stack – Unreal client, networking, and backend services – taking ownership beyond gameplay code when needed
- Owned gameplay features end-to-end, from technical design through delivery, collaborating closely with game design, tech art, network, and other cross-functional teams
- Profiled and optimized gameplay systems using Unreal Insights, Memory Insights, and memory dumps, reducing CPU/memory overhead and performance spikes to meet target frame rate
- Conducted code reviews and guided engineers toward clean, maintainable, and scalable gameplay architecture
- Prototyped gameplay systems using AI-assisted development tools such as Cursor AI, Claude Code, validating generated solutions to ensure high engineering quality

Gameplay Team Lead | Mar 2026 - Aug 2026

- Led a client engineering team of up to 7 people while remaining a hands-on Unreal Engine C++ engineer
- Co-owned feature planning for upcoming iterations with the Lead Game Designer and Executive Producer, defining priorities and allocating engineers across feature teams
- Organized internal engineering workshops on AI-assisted development, driving adoption of MCP, Skills, harness workflows, Cursor AI, and Claude Code while promoting a culture of rigorous validation and review of AI-generated solutions
- Designed and introduced a structured performance review framework, standardizing engineer evaluation, development planning, and career growth across the team
- Built a scalable onboarding framework and knowledge base, enabling any senior/middle engineer to onboard new team members efficiently
- Fostered a strong ownership culture, empowering engineers to take end-to-end responsibility for technical decisions and feature delivery
- Facilitated architecture and technical decision-making while proactively removing risks, blockers, and unnecessary scope to keep the team focused on scalable solutions and project milestones

Fireteam Interactive (Co-Founder, part-time)

Gameplay Engineer | Jun 2024 - Present

Unreal Engine 5 (C++, Blueprints) | StrikeNet - Session-based multiplayer shooter

- Implemented the Server-Side Rewind (SSR) algorithm using the server's frame history, enabling lag compensation for all clients
- Designed and owned core Combat & Weapon Systems, covering 7 weapon types, hitscan and projectile-based firing, bullet spread, grenades, damage calculation, buffs, ammo management, inventory, and weapon attachment mechanics
- Developed a Multiplayer Session plugin using Steam and Unreal's subsystem, which can be integrated into any project
- Optimized CPU and memory performance using Unreal Insights, Memory Insights, profiling, algorithmic improvements, caching, and object pooling, stabilizing the frame rate above 60 FPS
- Designed and implemented 3 multiplayer game modes from scratch: Deathmatch, Team Deathmatch, and Capture the Flag (CTF).
- Created an Inverse Kinematics (IK) algorithm for realistic walking character animations
- Developed Round Sessions, ensuring synchronization between clients and the server using timestamps with RPC

Freelbee

Technical Lead | Jul 2022 - Jun 2024

C++ | International payment platform connecting companies and freelancers

- Designed and built a system to handle 10,000 CCU, integrating with AWS by applying multi-stack expertise in C++, Java, and Node.js, enabling seamless integration with Amazon S3
- Implemented a backup system using C++ and Bash scripting, enabling fast user database recovery from a disaster within two minutes
- Automated 100% of the company's document workflow using Mustache templates, minimizing manual effort and enabling critical document generation in a few seconds
- Set up a comprehensive logging and monitoring system with Grafana, Loki, and Prometheus, providing proactive issue detection, and detailed reporting
- Led an upskilling initiative transforming backend and client developers into full-stack engineers, boosting the team's bus factor and cross-functional capabilities
- Scaled the full-stack engineering team from 2 to 8 people and built a 3-person QA team from scratch
- Mentored a team of manual QAs into automated testing experts by creating a comprehensive training program, significantly boosting testing speed, reliability, and overall system quality

Wono

Senior C++ Software Engineer | Oct 2020 - Jul 2022

C++ | International payment platform connecting companies and freelancers

- Rewrote the entire system from PHP to C++17 which ultimately increased overall system performance by 25%
- Integrated 4 high-load payment gateway APIs using C++, CppRest, enabling freelancers to use diverse payment methods and driving a 3x increase in company revenue
- Integrated with the Sumsb API using C++ and CppRest, ensuring that only verified users can access the platform
- Built a custom profiler in C++ using the Chrome Trace format, leveraging cross-platform expertise, enabling advanced system diagnostics on Windows, Linux, and macOS for the entire team

Middle C++ Software Engineer | Jul 2019 - Oct 2020

C++ | A materials tracking and management system for the construction industry

- Built the entire system from scratch with a team of engineers using C++17
- Automated 100% of the company’s document workflow using C++, PostgreSQL and Mustache Templates eliminating manual overhead and enabling the generation of critical documents within a few seconds
- Implemented comprehensive unit and integration testing using CppUnit and GoogleMock, achieving 100% software coverage and reducing production defects

EDUCATION

ITMO University

Master's Degree in Software Engineering | Sep 2018 - Jun 2020

Education Profile: Information Computing Systems

LANGUAGES

- English – C1
- Russian – Native

COMMUNITY & ACTIVITIES

- C++ Speaker: [Serbian C++ User Group](#) conferences
- Active member of the Serbian GameDev community (GameDev breakfasts, GameDev Kuća)
- Teaching & Mentoring: University Lecturer (2 years), Programming Instructor (4 years), Education Mentor, Student Buddy
- Game Jams: Regular [participant](#) – [results](#)