

# REVEKKA ANDRONIKIDU

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## JUNIOR GAME DEVELOPER

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Game Development student at HOWEST (graduating 2026) with hands-on experience across gameplay programming, graphics programming, and 3D art. Strong C++ background with shipped projects in Unreal Engine and Unity, including a Steam multiplayer game. Four summers of QA testing at Electronic Arts sharpened a detail-oriented approach to work. Open to roles worldwide.

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## EXPERIENCE

### LOCALIZATION TESTER

Electronic Arts | Madrid, Spain

SUMMERS 2020 – 2023

QA on FIFA 21, FIFA 22, FUT 23, EA FC 24 and The Sims 4. Led the Czech localization team across multiple FIFA titles - detecting, documenting, and tracking translation issues through the full release cycle, which built a systematic eye for edge cases and regression bugs.

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### IT SERVICE DESK

TietoEVRY | Ostrava, Czech Republic

2020 – 2021

Consistently met 100% of ticket SLAs and took on additional shift supervisor responsibilities.

### ASSISTANT STORE MANAGER

VANS store | Ostrava, Czech Republic

2019 – 2020

Shift planning, inventory management, customer service, and complaint resolution.

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## EDUCATION

### BACHELOR OF ARTS IN DIGITAL ARTS AND ENTERTAINMENT - GAME DEVELOPMENT

Hogeschool West-Vlaanderen - HOWEST

Expected Graduation: 2026

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## TECHNICAL SKILLS

<b>Languages</b>	C++ · C# · CSS · JavaScript · HTML
<b>Engines</b>	Unreal Engine 5 · Unity
<b>Graphics APIs</b>	Vulkan · DirectX 11
<b>3D &amp; Art</b>	Blender · Autodesk Maya · Houdini · Adobe Photoshop
<b>Specialisms</b>	Gameplay systems · Render pipeline · Networking / Steam SDK

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## LANGUAGES

**English** - Native / Fluent

**Czech** - Native

**Spanish** - Conversational