

Yiorgos Bereveskos

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Professional Experience

Soulware LLC – Indianapolis, IN

May 2022 – Present

President

- Founded a video game development studio to craft engaging gameplay and narrative experiences.
- Led a cross-disciplinary team to create a commercially released dark fantasy action-adventure game.
- Integrated multiple creative perspectives and inspirations to create a compelling single-player narrative-driven gameplay experience.
- Fostered open communication to mitigate conflicts and motivate the team, working towards a common goal.

Soulware – Indianapolis, IN

Jan 2021 – May 2022

Sole Proprietor

- Developed and released a proof of concept 2-D platformer game.
- Expanded Soulware from a solo development effort into a multidisciplinary game studio.

Professional Projects

Project Horizon – Soulware LLC

Nov 2023 – Sep 2025

Roles: Director – Lead Designer – Narrative Designer

- Oversaw the creation of a playable prototype for Project Horizon as a proof of design concept in Unreal Engine.
- Conducted frequent team meetings to evaluate productivity and to ensure quality and deadline adherence.
- Crafted multiple design documents to aid my team in creating the prototype.

Talon's Blade – Soulware LLC

May 2021 – May 2025

Roles: Director – Lead Designer – Quest Designer – Level Designer – Gameplay Programmer

- Directed and shipped Talon's Blade, a third-person action-adventure game with a unique direction-based combat system using Unreal Engine.
- Designed and built a branching dialog system that allows for unique interaction and quest outcomes based on player choice.
- Crafted and filled 8 unique levels with missions, area content, characters, history, and lore.
- Wrote and Scripted dozens of multi-step quests.
- Collaborated with a multidisciplinary team of developers to create and implement thousands of assets and systems.

Lost Machines – Soulware

July 2020 – Feb 2021

Roles: Gameplay Designer – Mission Designer – Level Designer – Gameplay Programmer

- Built a 2-D platformer set in a post-apocalyptic sci-fi world using Unreal Engine.
- Designed, scripted, and art-passed all six levels and nine boss fights of Lost Machines.
- Crafted all enemies, combat encounters, and systems using Unreal Engine's Visual Scripting.
- Modeled and rigged the player character, enemies, and environmental assets using Autodesk Maya.

Education

Purdue University – West Lafayette, IN

Aug 2018 – May 2022

B.S. Game Development and Design

GPA 3.94

Dean's List & Semester Honors – All Semesters

Skills

Tools: Unreal Engine, Autodesk Maya, Blender, Steam SDK, Visual Studio, Adobe Creative Cloud, After Effects, Microsoft Office, Git, Jira.

Technical: Combat Design, Mission Design, Encounter Design, Gameplay Design, Sandbox Design, Quest Design, Prototyping, RPG Design, Gameplay Scripting, Gameplay Testing, Game Balancing, Kit Bashing, Hard Surface Modelling.

Communication & Leadership: Technical Documentation & Presentation, Leadership Experience, Project Management, Team Management, Conflict Resolution, Cross-discipline Communication, Team Building, Sprint Planning, Agile Development.