

Tristan Radeka

Providence, RI, 02906

401.862.6773

tristanradeka1@gmail.com

www.linkedin.com/in/tristan-radeka-8a73b6346

<https://www.tristanradeka.com/>

Passionate game and software developer with experience in multiple engines and technologies. A fast learner who excels at problem solving. Able to communicate effectively and deliver on tasks.

SKILLS:

- Computer programming with C++ and C# programming languages
- Algorithms and data structures
- Software design patterns
- Agile software development
- Proficient with Unity game engine (Using C# language)
- Proficient with Unreal game engine (Using blueprints as well as C++)
- Experienced with versioning software such as git and perforce
- Ability to quickly learn new technologies and concepts
- Excellent oral and written communicator

PROFESSIONAL EXPERIENCE:

Pleiaidian Systems Inc, Stratford, Connecticut, 06614

Job Title: Unity Developer

April 2026 - Present

- Responsible for architecting new systems and mechanics for Curricula VR, a Virtual Reality training simulation aimed at fire services.
- Debugging and fixing existing issues with the platform.
- Optimizing code and visual assets to improve performance on standalone VR headsets.
- Communicating with fire training officers to deliver a realistic and immersive training experience.
- Making use of external SDKs and APIs to achieve desired outcomes, such as collecting student performance analytics.
- Following agile software development practices.

Ocean Exploration Trust, Narragansett, Rhode Island, 02882

Job Title: Junior Unreal Engine Programmer

April 2025-April 2026

- Responsible for prototyping and deploying mechanics for the Realtime Underwater Modeling and Immersion simulation.
- Making use of geospatial data collected by a remotely operated vehicle as well as an exploration vessel to simulate ocean exploration with such vehicles in a digital 3D environment.
- Using blueprints and C++ in tandem to build optimized and effective systems.

Job Title: Unreal Engine Intern

January 2025-April 2025

- Responsible for researching and learning development practices with Unreal Engine with no prior experience with said technology.
- Improving existing features and developing new features for the project.
- Learning to use perforce version control effectively.

Moses Brown School, Providence, Rhode Island, 02906

Job Title: Substitute Teacher

2022-2023

- Tasked with relaying lesson plans, taking attendance, and supervising students in a classroom environment.

Rent Sons, Newport, Rhode Island, 02840

Job Title: Team Member

2021

- Worked doing odd jobs such as moving, cleaning, painting, junk removal, landscaping, etc.

EDUCATION:

New England Institute of Technology, East Greenwich, Rhode Island, 02818

B.S. in Video Game Development and Simulation Programming, Graduated May 2026