



Anton Lomanov

Contact Information

Full Name	Anton Lomanov
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LinkedIn Profile	Profile
Location	West Europe

Senior Unreal Engine Developer and Engineer with **12+ years of professional experience** across AAA, AA, and indie projects. Strong background in **C++**, **Blueprints**, and **custom UI/UX systems** for complex game architectures. Proven expertise in building scalable UI frameworks, custom focus/navigation systems, and data-driven menu architectures for cross-platform projects.

Experienced in **full production cycles**, **technical leadership**, **presales**, **project estimation**, and **team coordination**. Adept at bridging engineering and design, delivering robust solutions aligned with gameplay and UX requirements. Deep focus on **optimization**, **refactoring**, and **clean architecture**.

Professional Experience

UI Engineer — Skybound Game Studios

May 2024 — Present

Project: *Invincible VS*

- Designed and implemented a **custom UI focus and navigation system**, tailored to project-specific requirements (project-specific alternative to CommonUI).
 - Architected core menu systems from scratch, including:
 - Online menus
 - Matchmaking menus
 - Reward systems
 - Player profile interfaces
 - Closely collaborated with designers to **implement, adapt, and maintain UI logic** in response to gameplay and UX requirements.
 - Directly participated in **UMG widget layout design and structural organization**.
 - Successfully **advocated for and led the integration of the CommonUI plugin**, previously unused on the project.
 - As a result, CommonUI components are now actively used in **public test builds**.
 - Since **April 2025**, focused on **cross-platform UI support**:
 - Developed a **network state tracking subsystem** for multiple platforms.
 - Implemented platform-specific network state visualization within the UI.
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UI Engineer — Epic Games

November 2024 — April 2025

Project: *Fortnite*

- Worked exclusively on the **Compete Tab menu system**.
 - Improved UI behavior on both:
 - **Widget / design layer**
 - **Business logic and data flow layer**
 - Refactored Compete Tab carousel data retrieval to a **MVVM-based architecture**.
 - Enhanced and maintained **eligibility systems** related to competitive events.
 - Worked on adjacent Compete Tab systems, including:
 - Event calendar
 - Related eligibility and progression logic
 - Ensured stability, scalability, and maintainability of Compete Tab features in live environments.
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Head of Unreal Engine Department — STEPICO

December 2023 — November 2024

- Built and led the Unreal Engine department from the ground up.
 - Responsibilities included:
 - Presales participation and technical discovery
 - Project estimation and planning
 - Recruiting and team onboarding
 - Customer-facing technical templates
 - Technical solution design and architecture
 - Performance assessment and competence matrix creation
 - CI/CD pipelines
 - R&D initiatives
 - Acted as a key technical contact for clients and internal teams.
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Unreal Engine Developer / Technical Lead — MIROWIN

October 2017 — October 2022

Worked on multiple commercial Unreal Engine projects in roles ranging from **C++ Programmer** to **Technical Lead**, contributing to gameplay systems, UI/UX, architecture, and optimization.

Key responsibilities and achievements:

- Core gameplay and system architecture design.
- Extensive **C++ and Blueprint development**.
- Large-scale refactoring and performance optimization.
- UI/UX systems implementation (UMG).
- AI behavior systems and procedural gameplay features.
- Technical mentoring and team support.

Projects:

- *Desperate Vladivostok* — Technical Lead
- *Afterlife VR* — Core Gameplay Architect
- *Federation77* — C++ Programmer
- *Boiling Steel* — C++ Programmer
- *Guns'n'Stores: Bulletproof* — C++ Programmer

Unreal Engine Generalist — Black Wing Foundation

April 2014 — August 2017

Project: Great War Mechs

- Level design and world building.
- Kismet and Blueprint scripting.
- Matinee cinematics.
- UMG layouts and UI animations.
- Texture optimization and performance tuning.

Personal & Indie Projects

November 2019 — Present

- Independent game development studio.
- Personal and pet projects developed in parallel with commercial work.
- Full development cycle:
 - Concept and prototyping
 - Core architecture
 - Gameplay and UI implementation
 - Release and post-launch support

Released project:

- *Strange House*
- *In Her Head*
- *Ruinscape*

Skills

Unreal Engine • C++ • Blueprints • UI Architecture • Custom UI Systems • CommonUI
UMG / Slate • MVVM • Editor Tools • AI Systems • Gameplay Architecture
Optimization • Refactoring • CI/CD • Version Control
Leadership • Technical Direction • Problem Solving • Communication

Education

Specialist — Programming Engineering

National University of Radioelectronics, Kharkiv

2009 — 2013

Projects & Links

- games4wonders.com