

GAME PROJECTS

2D Combat Simulator (UE4).

- Game-, Combat- and Level Design
- Programming (Blueprints)
- User Interface

Cyberfast (Unity).

- Game- and Level Design
- Programming (C#)

SailAway (Unity).

- Game- and Level Design
- Programming (C#)

SKILLS

Game Development

Combat Design
Game Design
Level Design
UI/UX
(Visual) Programming
Animation Handling

Unreal Engine
Unity

Programming

Flutter/Dart
Java
HTML/CSS
SQL
GIT

Languages

English
German
Russian

CONTACT INFORMATION

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ARTJOM ZAKOYAN

Game Designer / UI/UX Designer / Developer

WORK EXPERIENCE

UX Designer (Working Student)

Vemcon GmbH (June 2021 - August 2021) | Munich, Germany

- Conception, design and visualization of interfaces for the area of machine terminals
- Development of userflows, mockups and interactive prototypes with focus on easy usability, lean user interface and productivity increase of the machines
- Monitoring of usability tests and user surveys
- Carrying out competitive analysis and comparison of different operating concepts

Freelancer

Fiverr (May 2021 - present)

- UI/UX
- App/Web Design
- Graphic Design

App Developer (Working Student)

Everesto GmbH (November 2020 - December 2020) | Munich, Germany

- Renewing and updating the UI/UX for the existing App
- Implementing new Features in Flutter/Dart
- Bugfixing
- QA

CERTIFICATES

Graphic Design

CalArts (October 2021 - November 2021) | 5 of 5 Courses finished

UX Design

Google (May 2021 - present) | 3 of 7 Courses finished

Game Design

CalArts (March 2021 - June 2021) | 5 of 5 Courses finished

EDUCATION

Informatics: Game Engineering_(B.Sc.)

Technical University Munich (2019 - present)| Munich, Germany