

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) Scripting
Animation Handling

Unreal Engine
Unity

UI/UX Design

App Design
Web Design
Wireframing
Prototyping
UX Research
Gamification

Figma
AdobeXD

Programming

Flutter/Dart
Java
HTML/CSS
SQL
GIT

Other Software

Photoshop
Illustrator
Microsoft Office
Blender

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

- Concepted, designed and visualized interfaces for the area of machine terminals
- Proposed ideas to the CEO to increase the usability of the software
- Presented competitive analysis and comparison of different operating concepts

Freelancer

Fiverr (May 2021 - present) | Remote

- Collaborated with clients from different industries and designed UI/UX for Apps and Websites in Figma
- Created Logos, Illustrations and Icons in Illustrator and Photoshop

App Developer (Working Student)

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

- Worked close with the Lead and redesigned and updated the existing App UI/UX
- Implemented new Features and fixed Bugs in Flutter/Dart

CERTIFICATES

Graphic Design

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

UX Design

Google (May 2021 - present) | 4 of 7 Courses

Game Design

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

EDUCATION

Informatics: Game Engineering (B.Sc.)

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