

Artem Kirienko

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CAREER OBJECTIVE

Aspiring software engineer with a strong foundation in graphics, real-time systems, and multithreading. Mastering real-time architectural design of custom game engines, optimizing performance, and creating scalable frameworks for complex systems. Explore innovative techniques in advanced C++, Design Patterns, Multithreading, and GPU Programming (HLSL, CUDA) to deliver cutting-edge real-time applications.

SUMMARY OF QUALIFICATIONS

- Proven experience in Real-Time Game Systems {Engine, Graphics, Audio, Networking}.
- Real-Time profiling and refactoring through Multithreaded development and low-level optimizations.
- Experience working with version-controlled large-scale projects (150+ classes).
- Excel in challenging environments, solving complex, performance-oriented tasks.
- Proven capacity to manage workloads under extreme time pressure and deadlines.

EDUCATION

DePaul University (Chicago, IL).....Jan/2023 – March/2025

Master of Science in Software Engineering

- *Concentration on Real-Time Game Systems*

University of South Florida (Tampa, FL).....Aug/2017 – Aug/2022

Bachelor of Science in Computer Science

RELEVANT DEVELOPMENT EXPERIENCE

More information, videos, and UMLs of my projects can be found at artushdeveloper.github.io/portfolio/

Real-Time Rendering Engine[C++/DirectX 11/Google Protocol Buffers]

- Engine Core:
 - Architect a real-time game engine from scratch using **DirectX**, **HLSL**, and **C++**.
 - Programmed 20+ DirectX shaders {**Vertex**, **Pixel**, **Compute**} to manage complex rendering pipelines.
 - Robust C++ framework encapsulating high-level concepts {Meshes, Textures, Cameras, Lights, etc.}.
 - Engine capable of object transformations, mesh texturing, multiple cameras, skinning and animation, lighting, and 2D sprites.
 - Conducted debugging and performance profiling using **Visual Studio Graphics Debugger**.
- Lighting:
 - HLSL dynamic and static lights system {Point, Directional, Spot, and Area using Blinn-Phong BRDF}.
 - Implemented a **Volumetric Deferred Lighting Pipeline** capable of handling up to **10,000 lights** (~360 lights with forward lighting) before noticeable drop in framerate.
- Animation and Skinning:
 - Developed skeletal animation and mesh skinning system through matrix transformations.
 - Efficient matrix calculations, distributed to 1000+ GPU threads using **DirectX Compute Shaders**.
 - Compressed animation clip data by a factor of ~3x with no perceivable visual degradation.
- 2D Sprite System:
 - Implemented a system to render 2D sprites using an orthographic camera and a plane mesh.
 - Used the system and the Flyweight design pattern to render dynamic 2D fonts.
- Mesh Converter:
 - Programmed an offline tool to convert mesh information {Geometry, Skinning, Animation, Texture, Fonts} from .glb files into engine-compatible format.
 - Serialized the above mesh information into run-time files using **Google Protocol Buffers**.
- Math Library:
 - Designed a library for complex math operations on **vector**, **matrix**, and **quaternion** data types.
 - Optimized library performance by a factor of ~4x using **SIMD intrinsics** {MMX, SSE, SSE2}.
- Object Library:
 - Developed a library with a custom tree-like data structure to handle hierarchies of objects in memory.
 - Created an iterator to traverse the tree in a linked list fashion.
 - Used the library to implement scene graphs and bone hierarchies in the engine.

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Real-Time Multithreaded Development [C++/WaveOut]

▪ Real-Time Audio Streaming Player:

- Developed a real-time player to stream and play audio wave files using C++ and WaveOut framework.
- Used 25 C++ threads and the double buffering technique to play raw audio data from wave files.
- Played small audio buffers one by one on 20 threads, simultaneously downloading the rest from the file.
- Created a Monitor thread to automatically terminate and clean up other threads at the end of playback.
- Communicated between threads with C++ **mutexes, locks, condition variables, futures** and **promises**.

▪ Multithreaded Maze Solver:

- Optimized a DFS-based maze solver by splitting it into 2 threads {Top-Down and Bottom-Up}.
- The 2 threads start from the opposite ends of the maze, colliding in the middle to give a full solution.
- Used C++ **atomics** for the fastest communication between threads.
- Optimized multithreaded solution solves large mazes **~3x faster** than single-threaded.

Multithreaded Game Audio Engine [C++/XAudio2]

- Engineered a real-time game audio engine with the **Actor Model** multithreaded architecture.
- Game, Audio, File, User, Error and Auxiliary threads handling distinct tasks across 7,000+ lines of code.
- Designed a **thread communication system** using the **Command** design pattern and a circular queue.
- Built a custom **Handle Library** utilizing C++ **mutex** to ensure thread-safe access to shared resources.
- Developed a linked list-based **Manager Library** for efficient asset management and memory integrity.
- Extracted, processed, and played raw audio data using XAudio2 framework on the Audio thread.
- Provided API for user-customizable callbacks, executed on a separate User thread.

Omega Race Game Multiplayer Network Layer [C#/.NET/Lidgren Network]

- Added a **Client-Server** network layer to Omega Race game for 2 players and a server in C#.
- Created and serialized packet data types, sending them over the network with Lidgren Network library.
- Programmed data-driven queues for processing incoming and outgoing network packets.
- Synchronized game state with a Lock-Step protocol and Cristian's algorithm for clock synchronization.
- Implemented **Client-Side Prediction** and **Dead Reckoning** to compensate for network latency.
- Created a debug tool to record game sessions in real-time and play them back to reproduce errors.

Space Invaders Game Clone [C#/.NET]

- Developed Space Invaders clone game in C# using modern techniques and **12 Software Design Patterns**.
- Game capable of drawing, moving, animating, and colliding sprites and processing keyboard inputs.
- Implemented an **Object Pooling Method** to minimize dynamic memory allocations.
- Created game sprites {aliens, shields, ships, and missiles} on demand using the **Factory** design pattern.
- Used the **State** design pattern to switch between select, play, and game over scenes.
- Programmed sprite collision system using early-out and **Visitor** and **Composite** design patterns.
- Applied the **Flyweight** pattern to efficiently render fonts {player's score, level labels, and menu options}.
- Other design patterns include **Singleton, Observer, Proxy, Command, Iterator**, and **Strategy**.

Game Particle System Optimization [C++]

- Refactored a 200,000-particle game system, achieving a **20x performance boost**.
- Developed vector and matrix math library enhanced with SIMD intrinsics.
- Integrated the above library into the project, optimizing vector and matrix calculations.
- Reengineered project data structures for efficient dynamic memory allocations and **CPU caching**.
- Applied **Return Value Optimization** to eliminate unnecessary temporary constructions.
- Modified the project to use the float data type instead of double.

Other Research Areas [C++/C#/.NET]

- GPGPU Programming.
- API Development.
- Real-Time Collision Detection.
- Applied Algorithms and Data Structures.

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WORK EXPERIENCE

C++ Software Engineer for a NASA-funded project at *DePaul University* (Chicago, IL)....**9/2024 – Present**

▪ **Drone Traffic Management Ecosystem** [C++/Unreal Engine 5]

- In a team of 7, developed a system for remote drone operation using **C++** and **Unreal Engine 5**.
- Owned the implementation of a feature to stream video from drone cameras over the network.
- Video streaming implemented using **GStreamer** library, **RTP** protocol, and **H.264** video format.
- Moved video streaming code to a separate thread using UE5 threading API.
- Constructed **UE5 blueprints** to support video streaming from drone camera.
- Performed local C++ optimizations including RVO, loop invariants, memory caching and allocations.

TECHNICAL SUMMARY

Programming languages: C, C++, HLSL, C#, CUDA C/C++ (exploring).

Libraries and API: DirectX 11, Unreal Engine 5 API, CUDA, GStreamer, Win32, .Net, XAudio2.

Networking Protocols: TCP, UDP/RTP, IP.

Software and IDEs: Unreal Engine 5, Visual Studio Enterprise.

Software Engineering: UML, Test-driven, Agile, Data-Driven Development.

Version Control: Perforce, Git.

Platforms: Windows.