



Artem Lagutin

Gameplay programmer | Game designer

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SUMMARY

Creative and responsible person, always happy to challenge myself and learn something new! Obsessed with game development, seeks a job as a **Unity Game Developer**



PROFESSIONAL SKILLS

Unity Engine | C# | Photoshop |
Blender | HTML | JavaScript | CSS |
Windows OS

EXPERIENCE

Indie Game Developer, C#, Unity, Blender, Photoshop | Self-Employed | 2022 - current

- Designed and implemented gameplay mechanics, systems, and features to create immersive and engaging game experiences.
- Wrote clean and efficient code in C# to develop and optimize game functionalities, including player controls, artificial intelligence, physics simulations, and user interfaces.
- Conducted thorough testing and debugging to identify and resolve software defects, ensuring a high level of quality and stability in the game.
- Optimized game performance and memory usage by implementing efficient algorithms, managing assets, and utilizing Unity's profiling tools.
- Stayed up-to-date with industry trends, new technologies, and best practices in game development, and implemented them into projects where applicable.

Team Member, Warehouse Associate Amazon LLC

Rialto, CA | 2021-2022

- Inventory, goods accounting

Delivery Driver, Independent Contractor Doordash Inc | Hermosa Beach CA | 2020-2021

- Providing a high level of customer service and held the position of Top Driver

Warehouse associate Raddish Kids | Redondo Beach, CA | 2019

- Completing customer orders: preparing, packaging, sealing, labeling

Clerk/Assistant | VONS | Hermosa Beach, CA | 2019

- Customer support
- Operating pallet jack and other warehouse equipment

Business Co-Owner | Sole Proprietor Samokhina S.S. |

Leninsk-Kuznetsky, Russia | 2016

- Co-Owned a logistics and transportation business
- Customer support, and human resources

Engineer, System administrator | Tuberculosis Hospital Leninsk-Kuznetsky, Russia | 2015-2016

- Repairing hospital equipment (computers, printers)
- Installation and setup of computer networks

EDUCATION

University | 2011 | Kuzbass State Technical University (KUZGTU), Kemerovo, Russia

Engineering, mining, technician, electro mechanic

Associate's degree | 2008 | Vocational School №14(GOUNPO PU №14), Leninsk-Kuznetsky, Russia

IT, and computer technician, introductory computer programming

Associate's degree | 2007 | Mining Technical College of the City of Leninsk-Kuznetsky (LKGTK), Russia

Mining mechanic, electrician

School Degree | 2003 | Middle School of Polisaev City №14, Polisaev, Russia

CERTIFICATE

Complete C# Unity Game Developer 3D: GameDev.tv - Udemy | 2021

The Complete Web Developer in 2022: Zero to Mastery - Udemy | 2022