ARTEM LAGUTIN

GAME DEVELOPER | GAME DESIGNER | UNITY | BLENDER

CONTACT

424.392.4880

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Los Angeles, CA

[Portfolio](#)

[LinkedIn](#)

EDUCATION

BACHELOR'S DEGREE
Kuzbass State Technical University -
Engineering, Technician
Kemerovo, RUS, May 2011

ASSOCIATE'S DEGREE
Vocational School №14 -
IT, Computer Technician,
Computer Programmer
Leninsk-Kuznetsky, May 2008

ASSOCIATE'S DEGREE
Mining Technical College -
Mechanic, Electrician
Leninsk-Kuznetsky, May 2007

DEV SKILLS

Unity Engine

C#

Game Development

Gameplay Programming

Game Design

3D Modeling (with Blender)

Photoshop (for texture creation)

Substance (for texture creation)

HTML (for web integration)

JavaScript (for interactions)

CSS (for styling and UI)

Scripting (in Unity)

Windows OS

PROFILE

Passionate and driven Unity Web Developer with a strong focus on game development. Always eager to learn and take on new challenges. Obsessed with creating captivating gaming experiences. Seeking a position as a Unity Game Developer to contribute skills in game design, level creation, asset integration, and scripting to deliver high-quality projects on time and within budget.

EXPERIENCE

INDIE GAME DEVELOPER

Self-Employed | Los Angeles, CA | 2022 - PRESENT

Designed and implemented captivating gameplay mechanics, systems, and features to deliver immersive and engaging game experiences.

Developed clean and efficient code in C# to create and optimize various game functionalities, such as player controls, artificial intelligence, physics simulations, and user interfaces.

Conducted meticulous testing and debugging processes to identify and resolve software defects, ensuring a high level of quality and stability throughout the game development cycle.

Employed optimization techniques, including efficient algorithms, asset management, and utilization of Unity's profiling tools, to enhance game performance and optimize memory usage.

Proactively kept abreast of industry trends, emerging technologies, and best practices in game development, consistently integrating relevant advancements into projects for continuous improvement.

Actively contributed to the creative process by generating and implementing innovative ideas for game mechanics, level design, and storytelling elements.

TEAM MEMBER, WAREHOUSE ASSOCIATE

AMAZON LLC | Rialto, CA | 2021 - 2022

DELIVERY DRIVER, INDEPENDENT CONTRACTOR

Doordash Inc | Hermosa Beach, CA | 2020 - 2021

CLERK / ASSISTANT

Vons | Hermosa Beach, CA | 2019 - 2019

WAREHOUSE ASSOCIATE

Raddish Kids | Redondo Beach, CA | 2019 - 2019

ENGINEER, SYSTEM ADMINISTRATOR

Tuberculosis Hospital | Leninsk-Kuznetsky, RUS | 2015 - 2016