ARTEM CHERNYKH

Based in Armenia, **Yerevan**.
E-Mail: darkprothekun@gmail.com
Mobile number: +374 (55) 549 - 706

Homepage: darkpro1337.github.io
LinkedIn: linkedin.com/in/darkpro1337
Telegram: @darkpro1337

JOB EXPERIENCE	**Tools Programmer** at Saber Interactive in Yerevan city

(2022—now)

- Developed user-requested features for game development tools, supported new features of the game engine.
- Maintained game development tools by resolving user-reported issues.
- Created brand new WPF tools and original user interface for them for the needs of the company.
- Collaborated with the design team to refresh the user interface of existing WPF tools, implementing layout designs derived from Figma.
- Enhanced performance of WPF tools through code refactoring, reducing UI lag and freezes.
- Developed custom WPF controls for improved tool functionality.
- Utilized both internal and external APIs for the creation and advancement of WPF tools, thereby fostering system integration and improving tool functionality.
- Team collaboration through active participation in meetings and proficient use of Jira for task management.
- Used Perforce for version control and code review.

EDUCATION	**Admiral Makarov State University of Maritime and Inland Shipping** (AMSUMIS) in Kotlas city

(2018—2021)

- Grade: GPA: "4.72 out of 5.0";
- Associate's degree diploma "with honors";
- Student of the department "Information systems";
- Passed production practices at the institution.

SKILLS AND KNOWLEDGES	

- Visual Studio, JetBrains Rider, Git, Perforce, Godot Engine, Unreal Engine, Figma, Photoshop, Premiere Pro – experienced user;
- Programming languages: C#, C++, Python, JavaScript, PHP;
- Frameworks experienced with: WPF, WCF, ASP.NET, WinForms, AvaloniaUI.
- Markup and Styling languages: XAML, HTML5, CSS3;
- Knowledge of Databases: MS SQL, MySQL, SQLite;

MISCELLANEOUS AND LANGUAGES	

- Native Russian, advanced English, basic Polish;
- I have been interested in IT and English since high school.
- Hobbies – game development, computer graphics, playing guitar, video editing, game mod making.
- Like teaching people and sharing experiences.
- Current pet-projects: Arcomage (card game on Godot), GodotHub (on AvaloniaUI), both can be found on my GitHub.
- I love to learn new things and write in-depth guides.