



# ARTEM CHERNYKH

Based in Armenia, **Yerevan**.

**E-Mail:** darkprothekun@gmail.com

**Mobile:** +374 (55) 549 - 706

**Homepage:** [darkpro1337.github.io](https://darkpro1337.github.io)

**LinkedIn:** [linkedin.com/in/darkpro1337](https://linkedin.com/in/darkpro1337)

**Telegram:** [@darkpro1337](https://t.me/darkpro1337)

## JOB EXPERIENCE | **Tools Programmer** at Saber Interactive, Yerevan

2022—Present

- **Led the development of key tools** like debugging utilities and level editors, adding new features that made workflows faster and adapted the tools to meet changing project needs.
- **Managed and improved the maintenance of tools**, fixing bugs, performing updates, and ensuring tools were up to date, reducing reported issues by 25%.
- **Created WPF tools** with a user-friendly interface, reducing manual work by 20% and boosting team efficiency.
- **Worked with design teams** to update UI elements using Figma, leading to better user satisfaction.
- **Optimized code** to reduce interface lag by 30%, improving performance.
- **Developed custom WPF controls**, adding new features and making the tools more effective for the team.
- **Integrated APIs** to expand tool functionality and improve how tools connect with other systems.
- **Maintained code quality** through regular code reviews and version control with Perforce.

## EDUCATION | **Admiral Makarov State University of Maritime and Inland Shipping**, Kotlas

2018—2021

- GPA: "**4.72** out of 5.0".
- Qualification: **Information Systems Technician**.
- Associate's Degree, Vocational **Diploma with Honors** in Information Systems.
- Completed **internship** at this educational institution.

## SKILLS AND KNOWLEDGE

- **Programming Languages:** C#, C++, Python.
- **Frameworks:** WPF, WCF, ASP.NET, AvaloniaUI.
- **Tools:** Git, Perforce, Godot Engine, Unreal Engine.
- **Markup:** XAML, HTML5.
- **Database:** MS SQL, MySQL, SQLite.

## MISCELLANEOUS AND LANGUAGES

- Native **Russian**, Advanced **English**, Basic **Polish**.
- Passionate about **game development** and **computer graphics**.
- Actively involved in creating personal projects such as [Arcomage](#) (a card game using Godot) and [GodotHub](#) (built on AvaloniaUI), both available on GitHub.
- Enthusiastic about **teaching and sharing knowledge**, regularly writing in-depth guides on various tech topics, including translated works. Examples include: [Discord Webhooks](#) (original), [GML Beginner's Guide](#) (original).
- **Hobbies:** Indie game development, Computer graphics, Playing guitar, Video editing, Game modding.