ARTEM CHERNYKH

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SUMMARY

Experienced C# developer with a strong foundation in building internal tools, automating workflows, and integrating systems across teams. Previously focused on WPF development at Saber Interactive, now expanding into infrastructure-oriented roles involving automation, Active Directory, and service integrations. I value clean, maintainable code, cross-team collaboration, and practical solutions that improve efficiency.

PROFESSIONAL EXPERIENCE

Tools Programmer at Saber Interactive, Yerevan   2022—2025

- **Engineered and maintained** advanced debugging utilities and level editors to accelerate development workflows and adapt to evolving project requirements.
- **Reduced tool issues** by 25% through proactive maintenance, bug fixes, and regular updates.
- **Developed intuitive WPF user-interfaces** that cut manual work by 20% and minimized UI lag by 30%, boosting overall team efficiency.
- **Designed custom WPF controls** and integrated both internal and external APIs (e.g., Figma) to extend tool functionality and ensure seamless interoperability.
- **Partnered with design teams** to modernize UI elements, resulting in significantly enhanced user experiences.
- **Enforced high standards of code quality** via systematic reviews and version control with Perforce.

EDUCATION

Admiral Makarov State University of Maritime and Inland Shipping, Kotlas
2018—2021

- GPA: **4.72**/5.0 │ Associate's Degree in **Information Systems** (Honors)
- Focused on practical systems development during an intensive **internship**.

TECHNICAL SKILLS

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

ADDITIONAL SKILLS & INTERESTS

- Advanced **English**, Native **Russian,** Basic **Polish**.
- Passionate about **game development** and **computer graphics** with active personal projects such as **Arcomage** (Godot-based card game).
- **Strong communicator** with a history of creating in-depth technical guides (e.g., Discord Webhooks, GML Beginner's Guide).
- **Interests** include indie game development, playing guitar, video editing, and game modding.