ARTEM CHERNYKH

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

(2022—now)

- **Led the development of critical features** for game development tools, supported new features of the game engine and tools.
- **Owned and improved** the maintenance processes for game development tools, enhancing tool reliability and usability.
- **Designed and implemented** a suite of WPF tools with a custom UI, tailored to optimize the company's internal processes by reducing manual workflows by 20%, increasing overall productivity across teams.
- **Collaborated closely** with the design team to revamp the UI of existing WPF tools, incorporating Figma-derived layouts and enhancing the UX.
- **Optimized tool performance** through targeted code refactoring, cutting down UI lag by 30% and improving tool responsiveness, resulting in smoother user experiences for the game development team.
- **Developed innovative custom controls** in WPF to extend tool capabilities, improving overall functionality and user satisfaction.
- **Integrated APIs** to extend the functionality of WPF tools, driving better system integration and increasing tool efficiency.
- **Endorsed code quality** by Perforce for version control and thorough code reviews.

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

(2018—2021)

- Grade: GPA: "**4.72** out of 5.0".
- Associate's Degree in Information Systems, **Graduated with Honors**.
- Completed extensive production practices, gaining hands-on experience in the field.

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.
- **Hobbies**: Playing guitar, video editing, game modding.