



# ARTEM CHERNYKH

Based in Armenia, **Yerevan**.  
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## SUMMARY

C# developer experienced in WPF tooling and infrastructure automation. Focused on building reliable internal tools, integrating services, and streamlining workflows across teams.

PROFESSIONAL EXPERIENCE	Role	Period
	<b>DevOps Engineer</b> at Vishup, Yerevan	2025—Present
	<ul style="list-style-type: none"><li>Automated Active Directory operations and internal services using C# and PowerShell.</li><li>Built and maintained internal tools improving reliability and reducing manual work.</li><li>Integrated REST APIs and MSSQL data flows to support service automation.</li><li>Managed CI/CD pipelines in GitLab under Git Flow.</li><li>Developed secure service integrations via ASP.NET and LDAP.</li></ul>	
	<b>Tools Programmer</b> at Saber Interactive, Yerevan	2022—2025
	<ul style="list-style-type: none"><li>Developed internal WPF editors and debugging tools to accelerate production.</li><li>Reduced tool issues by 25% through maintenance and regular updates.</li><li>Designed reusable WPF controls with API integrations (e.g., Figma).</li><li>Collaborated with design teams to modernize UI and improve UX.</li><li>Ensured code quality via reviews and Perforce version control.</li></ul>	
EDUCATION	Admiral Makarov State University of Maritime and Inland Shipping, Kotlas	2018—2021
	<ul style="list-style-type: none"><li>GPA: <b>4.72</b>/5.0   Associate's Degree in <b>Information Systems</b> (Honors)</li><li>Focused on practical systems development during an intensive <b>internship</b>.</li></ul>	
TECHNICAL SKILLS	<ul style="list-style-type: none"><li><b>Languages:</b> C#, C++, Python.</li><li><b>Frameworks:</b> WPF, WCF, ASP.NET, AvaloniaUI.</li><li><b>Tools:</b> Git, Perforce, Godot Engine, Unreal Engine.</li><li><b>Markup:</b> XML, XAML, HTML5.</li><li><b>Databases:</b> MS SQL, MySQL, SQLite.</li><li><b>Scripting:</b> PowerShell, Batch, Bash.</li></ul>	
ADDITIONAL SKILLS & INTERESTS	<ul style="list-style-type: none"><li>Advanced <b>English</b>, Native <b>Russian</b>, Basic <b>Polish</b>.</li><li>Passionate about <b>game development</b> and <b>computer graphics</b> with active personal projects such as <a href="#">Arcomage</a> (Godot-based card game).</li><li><b>Strong communicator</b> with a history of creating in-depth technical guides (e.g., <a href="#">Discord Webhooks</a>, <a href="#">GML Beginner's Guide</a>).</li><li><b>Interests</b> include indie game development, playing guitar, video editing, and game modding.</li></ul>	