



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

DevOps Engineer at Vishup, Yerevan

2025—Present

- Automated Active Directory operations and internal services using C# and PowerShell.
- Built and maintained internal tools improving reliability and reducing manual work.
- Integrated REST APIs and MSSQL data flows to support service automation.
- Managed CI/CD pipelines in GitLab under Git Flow.
- Developed secure service integrations via ASP.NET and LDAP.

Tools Programmer at Saber Interactive, Yerevan

2022—2025

- Developed internal WPF editors and debugging tools to accelerate production.
- Reduced tool issues by 25% through maintenance and regular updates.
- Designed reusable WPF controls with API integrations (e.g., Figma).
- Collaborated with design teams to modernize UI and improve UX.
- Ensured code quality via reviews and Perforce version control.

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:** XML, 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.