Artyom Zarikyants

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SUMMARY

As an Unreal Engine 5 Programmer, I specialized in enhancing gameplay through advanced mechanics and performance optimization, demonstrating strong proficiency in C++ and teamwork.

EXPERIENCE

Senior Unreal Engine 5 Programmer, 02/2025 - 08/2025

KOKODI Inc. - Remote

- Built several core gameplay systems (inventory, interaction, character creation, movement logic) in UE5/C++, exposing clean Blueprint APIs for designers.
- Implemented modular UI with CommonUI utilizing MVC/MVP and MVVM patterns: focus/navigation, gamepad/KBM parity, pop-ups/menus, drag-and-drop, and state-driven widgets.
- Created creator-friendly/no-code style tools: data assets, data-driven widgets, and Blueprint-exposed components.
- Optimized performance using Unreal Insights, async loading, and task parallelism, with attention to cache locality and avoiding game-thread stalls.
- Integrated NFT systems with OpenLoot: wrapped the OpenLoot API/SDK in UE C++, handled auth/session flows and robust HTTP/error handling, synchronized NFT ownership/metadata with in-game inventory and UI (claim/sell flows, entitlement checks), and ensured server-authoritative validation for gameplay-relevant items.

Unreal Engine 5 Programmer, 01/2022 - 02/2025

Blue Gravity Studio - Remote

- Built and optimized core gameplay (movement, combat, interactions) with physics-driven and procedural mechanics; ensured responsive feel and SP/MP parity.
- Authored robust AnimBPs and state machines with Control Rig/IK, pose caching, distance matching, and motion warping; removed foot sliding and transition pops, kept locomotion net-friendly.
- Implemented replication strategy (relevancy, dormancy, bandwidth budgeting) plus client prediction/rollback and server-side rewind for fair hit validation under high RTT.
- Integrated and customized GAS: AttributeSets, GameplayTags/Cues, prediction keys, stacking/cooldowns, and replication modes for reusable, data-driven abilities.
- Profiled with Unreal Insights and other profilers to remove CPU/GPU bottlenecks; reduced hitching via async loading/pre-warming, trimmed per-frame allocations, improved cache locality.
- Built scalable AI using Behavior Trees/EQS/Perception with hierarchical LODs, budgeted ticking, and async queries to support large crowds.

SOCIALS

- LinkedIn - https://www.linkedin.com/in/artyom-zarikyants-001690370/
- Telegram - @JewelsRunner

SKILLS

- **C++ & Unreal Engine API:** Proficient in modern C++ (C++17/20) and UE API; strong grasp of UObject lifecycle, reflection, memory ownership, containers, and engine subsystems.
- **Blueprints:** Expert in Blueprint architecture and C++/BP bridging (Blueprintable/Callable APIs, BP function libraries), with attention to performance and maintainability.
- **Multithreading & Async Systems:** Experience building parallel pipelines with UE Task Graph and thread pool; designing producer-consumer flows with thread-safe containers; enforcing GT-only UObject access via POD snapshots/commands; avoiding oversubscription, minimizing contention, and structuring jobs for cache locality and batching.
- **Multiplayer & Networking:** Experience with replication strategies, RPCs, relevancy/dormancy, client prediction/rollback, and server-authoritative flows.
- **Physics & Animation:** Solid understanding of Chaos physics and animation systems (Animation Blueprints, IK/Control Rig, state machines, motion warping, pose caching).
- **Performance & Memory:** Skilled in profiling (Unreal Insights/STAT/LLM), optimizing memory usage and cache locality, reducing hitches and per-frame allocations.
- **AI & Behavior Trees:** Familiar with Behavior Trees/EQS/Perception for scalable, data-driven AI.
- **Procedural & Level Tools:** Experience with procedural generation (e.g., PCG/utility systems) and editor tooling for efficient level design workflows.
- **Gameplay Ability System (GAS):** Integrate and customize GAS (AttributeSets, GameplayTags/Cues, prediction keys, stacking/cooldowns, replication modes) to deliver modular, data-driven abilities.

LANGUAGES

Russian: First Language

English: C1

Advanced (C1)