

Artem Skoropadskyi

BSc

Warsaw, Poland

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Game Development | Software Development | FQA Services | AI

Websites, Portfolios

- <https://11ghtboro.github.io/artem-skoropadskyi-portfolio/>

KEY SKILLS

- | | | |
|-----------------|---------------------------|-----------------------|
| ✓ C++, C# | ✓ OpenGL, DirectX | ✓ Computer Networking |
| ✓ Unreal Engine | ✓ Databases | ✓ Node.js |
| ✓ Unity | ✓ Github, BitBucket, Jira | ✓ Python |

RELEVANT PROFESSIONAL EXPERIENCE

3D JavaScript and C++ Engineer

08/2023 – 11/2023

Luxolis

Canada, Remote

Proficiently developed cutting-edge 3D applications using a combination of JavaScript and C++, with a focus on Luxolis's CAD system

- Leveraged JavaScript frameworks like Three.js to create immersive 3D experiences, while harnessing C++ for performance-critical components tailored to the CAD environment.
- Collaborated closely with Luxolis's AI team to integrate new bug fixes into the CAD system, ensuring seamless interaction between the 3D environment and AI algorithms.
- Contributed significantly to the continuous enhancement of Luxolis's CAD technology stack through innovative problem solving, guaranteeing a high-quality end product for users.
- Designed and implemented dynamic lighting systems that significantly improved rendering performance and visual fidelity.
- Developed custom shaders and materials to achieve realistic material interactions and effects in the CAD environment
- Optimized memory management strategies, resulting in a 30% reduction in memory usage and improved overall system stability.

FQA Technician

06/2023 – 11/2023

Testronic

Warsaw, Poland

Collaborated on Unity projects, testing games, fixing issues, and coordinating with international teams. Managed beta versions on Steam, handled Jira tickets, and ensured smooth project releases.

- Conducted comprehensive manual testing on Unity-based projects, ensuring adherence to quality standards and identifying bugs for resolution.
- Collaborated effectively with diverse international teams, facilitating clear communication channels and fostering teamwork.
- Managed beta versions of games on Steam, meticulously tracking and documenting issues to ensure timely resolution.
- Contributed to the successful release of projects on Steam, ensuring a high level of quality and user satisfaction.
- Implemented efficient testing strategies, resulting in improved project efficiency and faster turnaround times for bug resolution

Unreal Engine Developer

Dragon's Lake

03/2022 – 02/2023

Ukraine, Remote

Worked remotely, collaborating closely to develop immersive experiences using Unreal Engine and C++ for gameplay programming. Managed bug resolution, implemented new game features.

- Collaborated closely with project teams to develop and optimize immersive gameplay experiences using Unreal Engine and C++.
- Played a key role in resolving bugs and addressing technical issues, ensuring the stability and performance of game projects.
- Utilized version control systems such as Git to manage source code efficiently, ensuring collaboration and code integrity.
- Managed tasks and tracked progress using Jira, effectively prioritizing and addressing development objectives.
- Communicated effectively with team members to discuss project requirements, provide updates, and coordinate efforts for successful project delivery.
- Demonstrated strong problem-solving skills, quickly identifying and resolving technical challenges to keep projects on track and meet deadlines.

EDUCATION

Bachelor of Science, Computer Science

NTU of Ukraine 'Kyiv Polytechnic Institute'

June 2024

Kyiv, Ukraine