

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

Indie Game Developer

06/2024

schiza project

Poland, Remote

As an Indie Game Developer, I wore multiple hats, excelling as a Gameplay Programmer, Tools Programmer, Code Reviewer, and Project Manager.

- As Gameplay Programmer, I developed the main procedural generation logic, enhancing gameplay by creating diverse and dynamic in-game environments.
- Tools Development: Coded JSON libraries for asset storage and developed a proprietary framework for procedural generation, streamlining team workflows.
- Implemented UI elements and managed stat checking for both player and AI, ensuring a cohesive and responsive user experience.
- Designed team workflows and generated tasks using the Game Design Document, facilitating efficient project management.
- Co-developed a custom shading system, improving the game's visual fidelity.
- Was involved also on code reviewing, ensuring clear, maintainable code and facilitating future updates and fixes.

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 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

03/2022 – 02/2023

Dragon's Lake

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.

- **Gameplay Development:** Developed and optimized core gameplay mechanics using Unreal Engine and C++, ensuring a seamless and engaging player experience.
- **Bug Resolution:** Diagnosed and resolved bugs efficiently, maintaining the stability and performance of the game projects.
- **Feature Implementation:** Designed and implemented new game features, contributing to the project's innovation and depth.
- **Version Control:** Utilized Git for effective source code management, ensuring collaborative development and code integrity.
- **Task Management:** Managed tasks and tracked progress using Jira, effectively prioritizing development objectives and meeting project deadlines.
- **Team Collaboration:** Coordinated closely with team members to discuss project requirements, provide regular updates, and ensure successful project delivery.
- **Technical Problem Solving:** Demonstrated strong problem-solving skills by quickly identifying and resolving technical challenges, keeping projects on track and ensuring timely completion.
- **Performance Optimization:** Conducted performance profiling and optimization to ensure smooth and responsive gameplay on target platforms.

EDUCATION

Bachelor of Science, Computer Science

June 2024

NTU of Ukraine 'Kyiv Polytechnic Institute'

Kyiv, Ukraine