Smbat Voskanyan

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2024 — 2025

Triada Studio Games

– Joined Triada as third engineer, contributing to the core product – a custom in–house game engine, built using C++20.
– Ventured to migrate platform specific OBJECTIVE C code to SWIFT. Developed low-level data-structure for core library to improve API and performance over its STL counterpart. Maintained the list of Conan packages and patches for all codebases. Integrated crossplatform gamepad support. Revamped the input system to support advance action context system with gestures.

2020 — 2023

Rockbite Games

– Joined Rockbite to form specialized UI engineering team and boost the development of all ongoing projects – an in-house open source VFX and level-editor Talox VFX, game titles like Sandship and Idle Outpost with 6M+ downloads on Google Play.
– Top second contributor on Talox VFX with PRs ranging from bug fixes to new features – new Project Window, Nine Slice support, Routine Visual Programming, GameObject animation transform fixes and etc.
– Spearhead R&D for a playable advertisements – web game engine written in TypeScript and WebGL – with critical constraints such as whole game demo under 2MB and deployment for 7+ ad-platforms. Reduced Cost Per Install(CPI) and improved Retention Rate for new player acquisitions.
– Implemented UI shop windows, dialogs, warehouse management and glossary panels, news system, notification system and etc for prototypes and released mobile games.

Earlier

2019 **Aparg** Senior Front End Developer, 2017 **Beeline** Service Digitization Specialist, 2016 **FlyCode LLC** Full Stack Engineer

Skills

C++, Java, JavaScript, Godot, Unreal Engine, OOP, Algorithms and Data Structures, Databases, Data Oriented Programming, Linux, REST, Git, Vim

Education

2024 *MFA in Game Design* **Uppsala University**
2019 *BS in Computer Science* **American University of Armenia**

Papers

– The Last Vampire: Digital Adaptation of a Social Deduction Board Game, 2024
– Porting Oberon OS to Raspberry Pi, 2023