Smbat Voskanyan

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Professional Experience

Rockbite Games   Yerevan, Armenia

Mid Game Developer+   Sep 2020 – Jul 2023

Developed complex user interfaces with an interactive and responsive element using LibGDX and Java. Contributed to in-house and open-source engine Talos. Also, programmed gameplay and worked on titles including, but not limited to Sandship, Battle Cards. Collaborated with our Game Design team to improve gameplay. Led research and development for a playable advertisements engine based on JavaScript and other latest web technologies. Improved dashboards for monitoring game data by adding new graphs and filters and supporting the Analytics and Marketing team.

Aparg   Yerevan, Armenia

Senior Front End Developer   Jul 2019 – Sep 2019

Worked on Cincopa and Shazoom.io projects. Most of the work implied development in vanilla JavaScript, developing browser extensions, and practical use of Web APIs, such as Web Workers, MediaDevices, and Media Stream.

Beeline   Yerevan, Armenia

Service Digitization team   (With interupptions) Mar 2017 – Nov 2017

Supported Service Digitization, Design, and Marketing departments by converting products and services for online accessibility. Twice awarded as the employee of the month

FlyCode LLC   Yerevan, Armenia

Junior Full Stack Web Developer   Jun 2017 – Aug 2017

Operated on several projects, using HTML5, CSS (Less), JavaScript (Angular JS), NodeJS (Express.js, Socket.io), and MongoDB (Mongoose)

Junior Front End Web Developer   Jun 2016 – Aug 2016

Worked on several projects, using HTML5, CSS (Less), JavaScript (Angular JS)

Technical Skills

• C/C++	• OOP	• OpenGL/WebGL	• Vue.js	• Blender	• Ray Tracing
• JS/ES6	• Java	• ECS • Node.js	• Sql/NoSql DBs	• Pixi.js	• Public speaking
• HTML5/CSS	• Git	• LibGDX	• Linux/Unix	• TypeScript	• Photoshop

Present in the field for over six years, with extensive experience in software engineering and computer science. Contributed to different successful projects varying from the web to game development. Proficient in developing complex and robust systems with knowledge of object-oriented programming, software design patterns, Data-Oriented Programming, and ECS. Due to the passion and the presence of an art background, shipped all projects with nice touch and unique style. Programmed in nine languages. Technology geek and enthusiast, a gamer in heart.

Education

Uppsala University: Campus Gotland   Aug 28, 2023

MFA in Game Design

American University of Armenia   Aug 26, 2019 – Jul 25, 2023

BS in Computer Science

Tumo Center for Creative Technologies   Feb 2014 – Aug 2017

Studied Programming, Web Development, Game Development, Graphics Design, Music Production, App development with Swift and XCode, and Machine Learning in the format of one month workshops. Also, trained TUMO students as a TA for the Programming workshop.

Hakob Kojoyan Educational Complex   Sep 1, 2014 – Jun 01, 2019

Art high school. In parallel to general subjects, took art classes such as painting, design, sculpting, art history, and mythology.

Volunteer Experience

• **WCIT 2019** – Yerevan, Armenia (Oct 2019): Volunteer in help-center team and co-leader

• **TUMO Summer Camp** – Yerevan, Armenia (Summer 2019): TA for programming workshop

• **Ayo!** – Yerevan, Armenia (Dec 2017 - Mar 2019): Participated in almost all their charity events and programs organized in the specified period, helping with organizational work and many other tasks

Certifications

• Fundamentals of Accelerated Computing with CUDA C/C++, Nvidia   Jun 22, 2022