

Artem Kondratev

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SKILLS

- Swift | SwiftUI | UIKit | Firebase | Xcode | Git | Xcode Cloud | CI\CD | Unit Testing | UI Testing
- OOP | MVVM | MV (SwiftUI) | Core Animation | JSON | JIRA / Asana | NoSQL | VFX | 3D Modeling
- Unreal Engine | Game Development | English, Russian — *All professional proficiency or above*

EXPERIENCE

Unreal Engine Generalist

Azur Games

Aug 2020 — Present

- Integrated Unreal Engine as tool for video marketing pipe line. Developed a small Course for new hires for fast integration into Unreal Engine pipeline.
- Developed and integrated 10+ instrument and assets for fast video editing. Developed remote render farm for unreal engine projects.
- Organized the R&D department, which was engaged in the study of hypotheses associated with games or the development of advertising videos

Lead iOS Developer

VedServis

Feb 2022 — Jan 2023

- Designed and developed the whole application from scratch
- Successfully integrated Firebase SDK into the project.
- Managed the backorder team and the developers of web application.

iOS Developer

Hello Doc

Jan 2021 — Feb 2022

- Refactored and optimized several screens, decreasing significant load times.
- Maintained API to several Laboratories.
- Redesigned home screen from scratch. Developed new screen with custom maps support.

Unreal Engine Generalist

Anvio VR

Jan 2018 — Aug 2020

- Developed a new team, which creates videos using Unreal Engine as main tool.
- Developed different scenarios, for different advertising campaigns

EDUCATION

Bachelor of Design

University of
Cinema and
Television

Saint Petersburg,
Russia

2012 — 2017