

Artemi Sementsenko

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[Itch.io](https://itch.io)

[LinkedIn](#)

University graduate who is passionate about Software Development. While learning **C++** and **C#** programming, **Web Development**, and **AI**, I've also honed skills in **Game Design**, **3D Modelling**, and **Animation**. Throughout my previous professional experience, I've developed strong **teamwork** and **communication** skills. I'm eager to leverage these competencies, seeking opportunities to collaborate with professionals, gain industry insights, and make impactful contributions in the realm of software development.

Education

BSc (Hons) Computer Science for Games, University of Brighton Sept 2021 – May 2024

During my studies at the University of Brighton, I have gained knowledge in a variety of game development areas:

- Developed prototype games on **Unity** with an emphasis on game design
- Used **SDL 2** to create games with sophisticated **AI**-behavior for **NPCs**
- Designed and prototyped games using **Unreal Engine 5**
- Got introduced to **3D modelling** by using **Maya 3D**
- Created **multiplayer** games that would use web sockets for communication between client and server by using **C++** (client) and **Java** (server)

My thesis revolves around the topic of **AI usage for conversation generation between NPCs in video games** and how AI can be used as a tool to bring a new approach to game development. In my opinion, it is essential that the industry needs to adopt new technologies to stay relevant and provide users with the most breathtaking and engaging experience.

Narva Language Lyceum (Gymnasium), Estonia

Sept 2017 – May 2020

Narva Language Lyceum, Estonia

Sept 2008 – May 2017

Professional Experience

Software System Specialist, HANZA Group

October 2023

- Integrated APIs using MuleSoft
- Collaborated with external team to integrate new features into internal ERP system
- Worked with Information Management team to ensure the performance of the IT department

Backend Software Developer, Hathor Productions, Estonia

July 2022 – December 2022

- Developed RESTful APIs using .NET
- Performed Unit Testing
- Worked outside of the working time to meet the deadlines
- Swiftly learned new tools and practices to meet client's requests

Technical Assistant, Estonian Esports Federation, Estonia

July 2021 – August 2021

- Assisted in conducting an online broadcast for the event
- Managed sound for the online broadcast
- Made swift changes to the plan when circumstances required it
- Communicated with other departments effectively to ensure the quality of the broadcast

Skills

Tools: Visual Studio Code, Unity, Unreal Engine 5, Autodesk Maya, Blender, Git

Programming Languages: C++, C#, Java, Kotlin, Python, JavaScript

Langages: Native Russian speaker, Intermediate Estonian speaker, Proficient English speaker

Other: HTML, CSS, Kanban, Agile Methodologies, Version control, Figma

References available on request
