

Artemi Sementsenko

Contact Information

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Profile

I am a second-year BSc (Hons) Computer Science for Game student at the University of Brighton, aiming to pursue a career in the Games Industry. I am especially interested in programming and the technical side of game development. During my studies, I have learned foundational skills in game development, such as C++ programming, Game Design, Industry Work Ethics, 3D Modelling and Animation, Web Development and Artificial Intelligence. In addition to this, I have gained skills in communication and teamwork while working in a big team as a Backend Developer and Technical Assistant when communicating with other departments to ensure the quality of the broadcast. To hone these skills, I am looking for the opportunity to work with professionals to gain industry knowledge and put my skills to work.

Education

BSc (Hons) Computer Science for Games, University of Brighton

Sept 2021 – Present

Key Modules:

- **Introduction to 3D Modelling and Animation**
 - Creating basic 3D animated sequences using industry-standard software
 - Using modelling and rendering software to create 3D assets for export to external systems
- **Introduction to Games Programming**
 - Applying an object-oriented approach to the design and development of programs
 - Developing simple programs including games using sequence, selection, and iteration
 - Using Unity 3D engine and tools that it provides to make games
 - C# Programming
- **Introduction to Web Development**
 - Understanding and applying web technologies
 - Designing and creating responsive, accessible, and standards-compliant websites
 - Applying client-side scripting to the Document Object Model
- **Introduction to Game Design and Development**
 - Making a Game Design document
 - Understand foundational Game Design aspects
 - Developing working game prototypes using previously created design

Narva Language Lyceum (Gymnasium), Estonia

Sept 2017 – May 2020

Maths (A), English (A), Estonian (B)

Narva Language Lyceum, Estonia

Sept 2008 – May 2017

11 GCSE's A-B including English, Maths and Science

Professional Experience

Backend Software Developer, Hathor Productions, Estonia

July 2022 – Present

- Developed RESTful APIs
- 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 to ensure the quality of the broadcast

Cashier, Maxima Group, Estonia

July 2019 – August 2019

- Handled money operations and product sale
 - Helped customers at the till and shop floor to ensure the quality experience
 - Worked as a part of the team and help coworkers to resolve problems
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Skills

IT Skills: Visual Studio (C# and C++), .NET, Unity, Autodesk Maya, Blender, Microsoft Word, Microsoft Teams, Microsoft Excel, HTML, CSS, JavaScript, Kanban, Agile, Git/Github, Figma

Other Skills: Native Russian speaker, Intermediate Estonian speaker, Proficient English speaker

References available on request
