Artem Skoropadskyi BSc

Warsaw, Poland   +48571530785 – artem.skoropadskyi@gmail.com

Game Development | Software Development | FQA Services | AI

Websites, Portfolios

- https://cvred.github.io/artem-skoropadskyi-portfolio/

KEY SKILLS

- ✓ C++
- ✓ Unreal Engine
- ✓ Gameplay Programming
- ✓ Tools Programming
- ✓ OpenGL, DirectX
- ✓ Github, BitBucket, Jira
- ✓ Computer Networking
- ✓ Python, OpenCV
- ✓ AI computer vision

RELEVANT PROFESSIONAL EXPERIENCE

QA Analyst 08/2024

Lionbridge Games Poland, Warsaw

As a Quality Assurance Analyst for a 2D Unity-based project, I actively contributed to ensuring product excellence through detailed testing, collaboration, and insightful feedback.

- Conducted QA Sign-Offs: Played a key role in final QA sign-offs, ensuring project readiness and alignment with quality benchmarks.
- Provided Constructive Feedback: Offered actionable insights and recommendations to enhance project quality and performance.
- Collaborated with Cross-Functional Teams: Worked closely with team members to identify, document, and resolve in-game issues, ensuring an optimal user experience.

Indie Game Developer 06/2024

Freelance Poland, Remote

As an Indie Game Developer, I participated in various projects under Freelance agreement, mainly focusing on Gameplay Programming, Tools Programming and working as Generalist.

- As Gameplay Programmer, I developed the main procedural generation logic, enhancing gameplay by creating diverse and dynamic in-game environments.
- Developed dialogue systems, that would allow game designer to easy maintain and implement new changes in their dialogue stories.
- Battle systems: I helped in developing JPRG style battle system combining tactical layout and cinematic battles.
- Tools Development: Coded JSON libraries for asset storage and developed a proprietary framework for procedural generation, streamlining team workflows.
- Implemented UI elements and managed stat checking for both player and AI, ensuring a cohesive and responsive user experience.
- Co-developed a custom shading system, improving the game's visual fidelity.
- Was involved also on code reviewing, ensuring clear, maintainable code and facilitating future updates and fixes.

Unreal Engine Developer 03/2022 – 02/2023

Dragon's Lake   Ukraine, Remote

Worked remotely, collaborating closely to develop immersive experiences using Unreal Engine and C++ for gameplay programming. Managed bug resolution, implemented new game features.

- Gameplay Development: Developed and optimized core gameplay mechanics using Unreal Engine and C++, ensuring a seamless and engaging player experience.
- Bug Resolution: Diagnosed and resolved bugs efficiently, maintaining the stability and performance of the game projects.
- Feature Implementation: Designed and implemented new game features, contributing to the project's innovation and depth.
- Version Control: Utilized Git for effective source code management, ensuring collaborative development and code integrity.
- Task Management: Managed tasks and tracked progress using Jira, effectively prioritizing development objectives and meeting project deadlines.
- Team Collaboration: Coordinated closely with team members to discuss project requirements, provide regular updates, and ensure successful project delivery.
- Technical Problem Solving: Demonstrated strong problem-solving skills by quickly identifying and resolving technical challenges, keeping projects on track and ensuring timely completion.
- Performance Optimization: Conducted performance profiling and optimization to ensure smooth and responsive gameplay on target platforms.

EDUCATION

Bachelor of Science, Computer Science   **June**
NTU of Ukraine 'Kyiv Polytechnic Institute'   Kyiv, Ukraine