Davit Badalyan

Place of birth: Yerevan, Armenia

CONTACT

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ABOUT ME

As a driven Game Developer and Programmer, I'm passionate about continuous learning and building interactive, performance-oriented applications and games. I've developed a wide range of projects using C#, JavaScript, and TypeScript, leveraging frameworks and engines like Unity, Phaser, and PixiJS to solve both creative and technical challenges.

I thrive in fast-paced, collaborative environments and am known for being a quick learner, team player, and problem-solver. Currently pursuing my Master's in Information Technology at the National Polytechnic University of Armenia, I'm committed to growing as a Software Engineer or Game Developer and contributing to impactful and innovative projects.

WORK EXPERIENCE

08/2023 – CURRENT Yerevan, Armenia

Game Developer ArmNomads Games

LinkedIn : *ArmNomads Games*

09/2022 – 06/2023 Yerevan, Armenia

Game Developer Cassette LLC

Website : *Cassette LLC*

12/2020 – 07/2022 Yerevan, Armenia

Game Developer Armath AI

Website : *Armath AI*

10/2020 – 12/2020 Yerevan, Armenia

C# Developer Future Payments Systems

Website : *Future Payments Systems*

EDUCATION AND TRAINING

09/2024 – CURRENT Yerevan, Armenia

Master's Degree National Polytechnic University of Armenia

Website https://polytech.am | **Field of study** Information Technology

09/2020 – 06/2024 Yerevan, Armenia

Bachelor's degree National Polytechnic University of Armenia

Website https://polytech.am | **Field of study** Information Technology

10/2017 – 02/2021 Yerevan, Armenia

Student TUMO

Website https://tumo.org | **Field of study** Game Development, Programming

09/2014 – 06/2018 Yerevan, Armenia

Pre-University Diploma in Software Technicity National Polytechnic University of Armenia

Website https://polytech.am | **Field of study** Software for automated systems and computers

LANGUAGE SKILLS

MOTHER TONGUE(S): Armenian

OTHER LANGUAGE(S): English | Russian

DIGITAL SKILLS

IDE

JetBrains | Visual Studio | Visual Studio Code

VERSION CONTROL

Git | GitHub

OPERATING SYSTEMS

Linux | macOS | Windows

PROGRAMMING LANGUAGES

C# | TypeScript | JavaScript

GAME ENGINES / FRAMEWORKS

Unity | PixiJS | Phaser

TASK MANAGEMENT AND ORGANIZATION

Notion | Obsidian | Miro | Trello | Asana | ClickUp

FAMILIAR WITH

Godot | Unreal Engine | Blender | Xcode | Android Studio | Python | HTML | CSS | PHP | SQL | C++ |
C | Corel Draw | Adobe Photoshop | Adobe Illustrator | Adobe Premiere Pro | Microsoft Office

COMMUNICATION AND INTERPERSONAL SKILLS

Soft Skills

Core Skills
- Friendly
- Punctual
- Organized
- Fast learner
- Team player
- Responsible

Work Ethic
- Hard-working
- Goal-oriented
- Motivation to grow

PROJECTS

Portfolio

Feel free to check out my portfolio to get a better idea of my skills and experience.

Google Drive : *Portfolio*

GitHub Page/Organization

On my GitHub page and organization, you'll find a variety of game development and programming projects that showcase my skills in languages and engines/frameworks such as C#, JavaScript, TypeScript, Unity, and Phaser. These projects include games and applications I've developed through coursework, personal projects, and work experience.

My GitHub provides an opportunity to explore my code and see the development process behind my projects. You can review my approach to problem-solving, coding best practices, and overall project structure. I also welcome feedback and collaboration, as I'm always eager to learn and improve.

GitHub Profile : *Davit Badalyan*
GitHub Organization : *Your Digital Research*