

Curriculum Vitae



About

Hi! My name is Artyom. I'm a backend developer from Belarus. I'm also interested in compiler development.

Languages: Go, Java, Kotlin, Scala

2018 - 2020

I started programming on Scratch at the age of 10. I participated in various events and won prizes.

2020 - 2022

I switched to Java, but I was still interested in game development, so I worked on game development using Java and Processing. I also worked briefly as a game developer.

2022 - 2025

I became interested in web application and compiler development. I wrote compilers for Wiring, JVM, and other platforms, as well as interpreters. I worked on various programming languages. My most popular projects were: Ixion, Lazurite.

I began to shift from game development to engine development. I completed projects developing mobile apps and other services.

2025

I remain interested in programming language development and am actively studying languages that interest me (for example, Gleam, D, Neva).