



# Sargis Sargsyan

Senior Game Engineer

## Profile

As a dedicated Senior HTML5 Game Engineer, my passion lies in pushing the boundaries of interactive entertainment. Specializing in creating captivating web games, I strive to offer immersive experiences.

## Employment History

### Lead HTML5 Game Developer at Voodoo

September 2023 — Present

As the Lead HTML5 Game (Ads) Developer, spearheaded a dynamic team, seamlessly blending technology and marketing.

In this role:

- Crafted innovative HTML5 applications that captivated users, achieving an increase in user engagement.
- Employed cutting-edge web technologies and mobile optimization techniques, resulting in a 25% improvement in ads performance.
- Aligned development with marketing strategies, contributing to an increase in game downloads.
- Optimized user experiences across platforms, ensuring accessibility.

### Co Founder & CEO at Armath, Yerevan

May 2020 — September 2023

At [Armath](#), led the charge in propelling the startup into collaborations with industry titans such as [Twitter](#), [Playrix](#), and [Voodoo](#). These partnerships validated our innovative approach to gaming and expanded our reach within the digital marketplace.

Highlights include:

- Pioneered playable ads, seamlessly integrating attractive gameplay experiences within ads and redefining engagement metrics, setting new industry benchmarks.
- Transformed HTML5 game development, unlocking new dimensions of game creation and delivering immersive experiences across platforms and devices.
- Positioned Armath as an industry trailblazer in harnessing the potential of HTML5.
- As Executive Officer, fostered a culture of open communication and boundless creativity, channeling collective energy into crafting high-quality games that resonate deeply with players.

### Co Founder & CEO at Koreez, Yerevan

January 2016 — May 2020

Leading the growth of Koreez, a startup dedicated to bringing high-quality games to the digital marketplace.

## Details

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## Links

[LinkedIn](#)  
[Portfolio](#)

## Skills

Project Management	
Management	
Collaboration	
Software Development	
Web Development	
WebGL	
PixiJS	
Phaser	
ActionScript	
Three.js	
Flash/Adobe Animate	
Spine	
Unity	
Babylon.js	
Cocos Creator	
Languages	
English	
Russian	
Armenian	

Since founding the studio in 2016:

- Established Koreez as a promising startup with several original game ideas.
- As Executive Officer, focused on product development, product strategy, and brand development.
- Energized the team with constant communication, fostering creativity, and developing effective solutions to accomplish goals.
- Driven by a passion for technology, continuously learning to stay ahead in the industry.

### **Senior Software Engineer at Rockbite Games Armenia, Yerevan**

June 2014 — May 2015

- Led the forefront of cross-platform game development for iOS and Android, leveraging the power of Java/libGDX/roboVM.
- Developed the innovative [Overlap2D](#) game editor using [Java/libGDX](#).

### **Game Developer at Plexonic, Yerevan**

January 2011 — June 2014

- Directed cross-platform mobile game development for iOS, Android, and Facebook, leveraging AS3/Adobe Air/Flash.
- Played a pivotal role in the innovative development of games across multiple platforms, ensuring seamless user experiences and broad market reach.

## **Education**

### **Master's degree, Mathematics and Computer Science, National Polytechnic University of Armenia**

January 2010 — January 2012

### **Bachelor's degree, Mathematics and Computer Science, National Polytechnic University of Armenia**

January 2006 — January 2010