Tigran Sargsyan
Software Developer

CONTACT

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France**

LANGUAGES

- Armenian (Native)
- Russian (Fluent)
- German (U-Intermediate)
- English (U-Intermediate)
- French (Elementary)

HOBBIES

- Gaming
- Cinema
- Reading
- Music
- Trips
- Photography

LINKS

∞ **unit.link/tigran-sargsyan**

tigran-sargsyan-w.github.io

in **bit.ly/tigran-linkedin**

bit.ly/tigran-github

PROFILE

I'm a Software Developer specializing in Unity and C#, focused on building immersive, engaging real-time experiences. I combine solid gameplay and systems programming with strong fundamentals in game mechanics and design principles to ship features that feel great and perform reliably. I stay current with modern Unity workflows and industry practices to keep my solutions maintainable, scalable, and production-ready.

Beyond games, I've also delivered non-gaming applications across different stacks, which helps me adapt quickly and choose the right tools for the problem. I'm a collaborative team player with clear communication, ownership mindset, and a consistent focus on quality. Whether I'm developing gameplay, tools, or full applications, my goal is always the same: deliver polished results that meet user needs and exceed expectations.

EDUCATION

MoD RA University

Bachelor's degree in Units Management
2014 – 2019

Yerevan State University

Master's degree in International Relations
2019 – 2022

National Polytechnic University

Master's degree in Information Technologies and Electronics
2022 – 2025

42 Lyon (École 42)

RNCP Level 7 in Computer Science
2024 – Present

SKILLS

- **C# / Unity** (gameplay systems, real-time interactive development, tools; multiplayer)
- **Version control:** Git, GitHub, GitLab, Bitbucket, UVCS
- **CI/CD & automation:** GitHub Actions, GitLab CI/CD, Bitbucket Pipelines, Make, CMake, shell scripting
- **Software design & architecture:** OOP; SOLID, DRY, KISS, YAGNI; GoF design patterns; MVP/MVVM; DI/IoC
- **Prototyping:** rapid iteration, prototype delivery and support
- **Engineering quality:** code quality (maintainable, reusable, safe); debugging & troubleshooting; diagnostics & profiling (GDB, Valgrind, Sanitizers: ASan/UBSan/LSan/TSan; performance profiling: Visual Studio Profiler; Android: adb/logcat; graphics: RenderDoc, Unity Frame Debugger)
- **Third-party SDK integration:** Firebase (Analytics, Crashlytics, Remote Config, A/B Testing); attribution & deep links (Adjust, AppsFlyer, AppMetrica); ads & mediation (AdMob, AppLovin, Unity Ads); social (Facebook SDK) and similar services
- **Unity packages & frameworks:** DI (VContainer, Zenject), UniTask, Addressables, Localization, Cinemachine, Mirror, Opsive UCC, Behavior Designer, Feel, GPU Instancer, Odin, Anti-Cheat Toolkit, Obfuscator, and similar tools
- **Editor tooling:** CustomEditor, editor extensions, workflow automation
- **Mobile / AR / computer vision:** Android, Android Studio (build/deployment troubleshooting); AR prototyping; computer vision prototyping (OpenCV, MediaPipe)
- **Shaders:** ShaderLab/HLSL, Shader Graph, Amplify Shader Editor
- **Programming languages & scripting:** C#, C, C++, Python, Kotlin, JavaScript, Shell
- **CS fundamentals & systems:** algorithms & data structures, design patterns, programming paradigms, SDLC/methodologies; system administration, networking, monitoring, virtualization

EXPERIENCE

Linux Specialist, **ARM**
May 2021 – January 2022
- Gained a deep understanding of Unix-based operating system fundamentals, network protocols, services, and security concepts (access control, authentication, encryption, and vulnerability management).
- Configured, managed, and maintained Linux/Windows systems (installation, patching, updating, monitoring) and deployed/managed Unix-based and Windows virtual machines.
- Automated routine tasks with shell scripting (file manipulation, text parsing, job scheduling).
- Collaborated with team members, communicated technical information clearly, and documented work.

Unity Developer, **Freelance**
January 2022 – June 2022
- Developed and maintained Unity-based games for clients.
- Designed game mechanics and implemented features using Unity and C# for mobile devices.
- Performed testing and debugging of gameplay and game mechanics.

Software Developer (C# / Unity), **Balaganov Rocks**
July 2022 – September 2023
- Designed and implemented interactive 3D environments, games, or simulations using Unity and C#.
- Implemented gameplay mechanics, physics, user interfaces, and other features using Unity tools/frameworks plus custom scripts and plugins.
- Optimized performance and user experience via efficient code, intuitive UI design, and integration of third-party libraries/services.
- Troubleshot and debugged issues across gameplay logic, physics, networking, and input using appropriate debugging tools.
- Maintained code quality and consistency by following coding conventions and best practices.

Software Developer (C# / Unity), **Freelance**
July 2023 – April 2025
- Delivered Unity/C# features and fixes for multiple client projects (gameplay systems, UI, tools, and integrations).
- Collaborated with designers, artists, and other developers to plan, implement, and iterate on features.
- Improved stability and performance through profiling, debugging, and refactoring.
- Maintained clear documentation and handover notes to support client teams and long-term maintenance.

Software Developer (C# / Unity), **XW**
May 2025 – January 2026
- Developed and maintained Unity/C# product features within a team environment, aligning implementation with product requirements.
- Built reusable systems and tooling to speed up iteration and improve developer workflow.
- Integrated and maintained third-party SDKs/services, ensuring compatibility and reliability across builds.
- Tracked, investigated, and resolved bugs while maintaining code quality through conventions and reviews.

Software Developer (C# / Unity), **Freelance**
January 2026 – Present
- Continuing freelance Unity/C# development: implementing features, fixing bugs, and improving performance across client projects.
- Communicating with stakeholders to clarify requirements and deliver iterative releases.
- Keeping up-to-date with Unity ecosystem changes (engine updates, tooling, performance practices) to apply improvements in ongoing work.