

**Tigran Sargsyan**

Software Engineer

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**National Polytechnic University**

**Master's degree** inInformation and Telecommunication Technologies and Electronics

**Yerevan State University**

**Master's degree** inInternational Relations

2022 - Present

2014 - 2019

2019 - 2022

**MoD RA University**

**Bachelor's degree** inUnits Management

**[](https://tigran-sargsyan-w.github.io/)**

[**bit.ly/tigran-github**](https://bit.ly/tigran-github)

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[**bit.ly/tigran-linkedin**](https://bit.ly/tigran-linkedin)

[**tigran-sargsyan-w.github.io**](https://tigran-sargsyan-w.github.io/)

I am a Unity game developer, and my work is a representation of my passion for creating immersive and engaging gaming experiences. I have developed a strong understanding of game mechanics, programming, and game design principles. My skills in C#, Unity, and other game development tools enable me to bring my ideas to life, while my commitment to staying up-to-date with industry advancements ensures that my work remains relevant and innovative. As a team player with excellent communication skills, I am able to collaborate effectively with others to achieve our shared goals. Ultimately, my work is a reflection of my dedication to delivering high-quality games that captivate players and leave a lasting impression.

**PROFILE**

**EDUCATION**

**SKILLS**

* C# / Unity
* Version control system (Git, GitHub, GitLab, Bitbucket, Plastic SCM, Unity Collaborate, UVCS)
* Understanding and using OOP, SOLID, MVP, GoF, DRY, KISS, YAGNI
* Prototyping and prototype support experience
* Build and support efficient, reusable, and safe code
* Experience in integrating third-party SDKs (Firebase, Adjust, AppMetrica, FacebookSDK, AdMob, AppLovin etc.)
* Experience with Addressables, Zenject, DOTween, LeanTouch, Odin, etc.;
* Experience with CustomEditor
* Experience with augmented reality (AR)
* Experience with shaders (ShaderLab, Shader Graph)
* Experience with computer vision (OpenCV, MediaPipe)
* Experience with Android, Android Studio
* Experience with .Net, Python, Kotlin, Bash programming
* Software development methodology, Programming paradigm, Algorithms and data structures, Design patterns
* Hardware knowledge
* Administration, Networking, Monitoring (Zabbix,Nagios), Virtualization (VMWare, VirtualBox), Remote connection implementation (RDP, SSH)
* Managing Windows, Linux systems
* Armenian (Native)
* Russian (Fluent)
* German (U-Intermediate)
* English (U-Intermediate)
* French (Elementary)

**LINKS**

* Gaming
* Cinema
* Reading
* Music
* Trips
* Photography

**HOBBIES**

**LANGUAGES**

001-home.png

**139 Rue Léon Blum**

**69100 Villeurbanne, France**

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**CONTACT**

Master-Student, **Yerevan State University**

April 2019 – January 2022

* Pursued a postgraduate degree in diplomacy, focusing on international relations, foreign policy
* My area of specialization within the field of diplomacy was conflict resolution, economic/cultural/public diplomacy
* Conducted research and analysis, which involved writing a thesis or dissertation and engaging in smaller research projects.
* Also developed skills in critical thinking, problem-solving, communication, negotiation

**EXPERIENCE**

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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
* Learned how to configure, manage, and maintain Linux/Windows systems, including installation, patching, updating, and monitoring, how to deploy and manage Unix-based and Windows virtual machines
* Developed skills in shell scripting to automate tasks, including manipulating files, parsing text, and scheduling jobs.
* Developed collaboration skills to work effectively with team members, communicate technical information, and document my work.

Unity Developer, **XW Studio**

January 2022 – June 2022

* Developed and maintained Unity-based games for clients
* Design game mechanics, and implement features using Unity and C# for mobile devices.
* Testing and debugging of game mechanics

Unity Developer, **Balaganov Rocks**

July 2022 – April 2023

* Designed and implemented interactive 3D environments, games or simulations using Unity game engine and programming language C#
* Implemented game mechanics, physics, user interfaces, and other features using Unity's built-in tools and frameworks, as well as custom scripts and plugins.
* Optimized game performance and user experience by implementing efficient code, designing intuitive UI, and integrating third-party libraries and services.
* Troubleshot and debugged issues related to game logic, physics, networking, input, and other areas, using different debugging tools
* Maintained code quality and consistency by following coding conventions

Master-Student, **National Polytechnic University of Armenia**

September 2022 – Present

* Pursuing a postgraduate degree in Information Technology, focusing on software development, data analysis, cybersecurity,information systems, networks, computing and software developing.
* Specializing in various aspects of IT, including software engineering, database management, and network security.
* Learning technologies and additional skills in programming,ds, algorithms, os, mobile developingdatabase management, cybersecurity, data analysis,system architecture, network administration and project management.
* Developing skills in programming, problem-solving, project management, and teamwork.

Unity Developer, **Freelance**

April 2023 – Present

* Collaborating with designers, artists, and other developers to designing and developing Unity-based applications and games
* Staying up-to-date with the latest trends and advancements in Unity game development.
* Continuously improving my skills and knowledge in Unity game development by attending training sessions, online courses, and workshops.