



ARTEM CHERNYKH

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JOB EXPERIENCE | **Tools Programmer** at Saber Interactive, Yerevan 2022—Present

- **Contributed to the development of key tools** like debugging utilities and level editors, adding new features that made workflows faster and adapted the tools to meet changing project needs.
- **Managed and improved the maintenance of tools**, fixing bugs, performing updates, and ensuring tools were up to date, reducing reported issues by 25%.
- **Created tools using Windows Presentation Foundation (WPF)** with a user-friendly interface, reducing manual work by 20% and boosting team efficiency.
- **Worked with design teams** to update UI elements using Figma, improving user satisfaction.
- **Enhanced existing WPF-based tool interfaces**, improving performance and user satisfaction by optimizing UI elements and reducing lag by 30%.
- **Developed custom WPF controls**, adding new features and making the tools more effective for the team.
- **Integrated both internal company APIs and external APIs** (e.g., Figma) to enhance tool functionality and improve system interoperability.
- **Maintained code quality** through regular code reviews and version control with Perforce.

EDUCATION | **Admiral Makarov State University of Maritime and Inland Shipping**, Kotlas 2018—2021

- GPA: "4.72 out of 5.0".
- Qualification: **Information Systems Technician**.
- Associate's Degree, Vocational **Diploma with Honors** in Information Systems.
- Completed **internship** at this educational institution.

SKILLS AND KNOWLEDGE

- **Programming Languages:** C#, C++, Python.
- **Frameworks:** WPF, WCF, ASP.NET, AvaloniaUI.
- **Tools:** Git, Perforce, Godot Engine, Unreal Engine.
- **Markup:** XAML, HTML5.
- **Database:** MS SQL, MySQL, SQLite.

MISCELLANEOUS AND LANGUAGES

- Native **Russian**, Advanced **English**, Basic **Polish**.
- Passionate about **game development** and **computer graphics**.
- Actively involved in creating personal projects such as [Arcomage](#) (a card game using Godot) and [GodotHub](#) (built on AvaloniaUI), both available on GitHub.
- Enthusiastic about **teaching and sharing knowledge**, regularly writing in-depth guides on various tech topics, including translated works. Examples include [Discord Webhooks \(original\)](#), [GML Beginner's Guide \(original\)](#).
- **Hobbies:** Indie game development, Computer graphics, Playing guitar, Video editing, Game modding.