

ARTEM SVIATENKO

Vancouver, BC, Canada | Open Work Permit Holder | Looking for on-site, hybrid opportunities

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SKILLS

- C++, C#, C
- Unreal, Unity
- Data Structures and Algorithms
- Version Control (GitHub, Perforce)
- Performance Monitoring and Optimization
- Organization and Time Management
- Growth Mindset and Problem Solving
- Proficient Communication

PROFESSIONAL SUMMARY

- Dedicated game programmer professional with 4 years of experience and history of meeting company goals utilizing consistent and organized practices.
- Skilled in working under pressure and adapting to new situations and challenges to best enhance the organizational brand.
- Organized and dependable candidate successful at managing multiple priorities with a positive attitude.

PROFESSIONAL EXPERIENCE

Gameplay Programmer | AI Programmer

09/2023 to 04/2024

[Horror Mansion](#) – Vancouver, Canada

- Developed and seamlessly integrated foundational gameplay mechanics.
- Implemented an adaptive user interface to enhance user experience.
- Engineered realistic AI routines for in-game agents.
- Incorporated advanced features from the Universal Render Pipeline.
- Integrated players analytics API and advertisement functionality.
- Optimized performance and reduced build size for Android devices.

Environment: C#, Shader Graph, URP, Unity Engine, GitHub, Jira.

Gameplay Programmer | VR Engineer

03/2023 to 09/2023

[Liminal VR](#) – Vancouver, Canada

- Developed an extensive feedback management system customized to match players' performance.
- Ensured seamless adherence to VR performance standards.

- Demonstrated effective communication with team, delivering features on a weekly basis.

Environment: C#, HLSL, Proprietary VR SDK, Unity Engine, GitHub, Slack.

Systems Programmer | Tools Programmer

07/2022 to 08/2023

[Symphony of Souls](#) – Vancouver, Canada

- Reviewed project specifications and designed technology solutions that met or exceeded performance expectations.
- Coordinated with other engineers to evaluate and improve software, hardware interfaces.
- Identified and suggested new technologies and tools for enhancing product value as well as increasing team productivity.
- Adjusted design parameters to boost performance and incorporate new features.

Environment: C#, C++, HLSL, Steam SDK, Unity Engine, Newtonsoft JSON, GitHub, Asana.

Engine Programmer | C++ Software Engineer

02/2022 to 03/2023

NULL Engine – Vancouver, Canada

- Developed the core architecture for a custom game engine, including rendering, model and animation import, scene management, 3D math library, physics, and HLSL shaders.
- Conducted unit tests and carried out performance optimization to ensure engine efficiency.
- Integrated various third-party libraries, such as DirectX11, Assimp, Bullet3D Physics, ImGui, and Rapidjson.
- Created an InputSystem wrapper around the Windows input library for seamless input handling.

Environment: C++, DirectX11, HLSL, Bullet3D Physics, FBX, Assimp, ImGui, Rapidjson, Team Foundation Version Control.

Generalist Programmer | UI Programmer

11/2020 to 01/2022

[Myth Atelier LLC](#) – Vancouver, Canada

- Wrote highly maintainable, solid code for gameplay systems, forming core framework.
- Performed regression and system-level testing to verify software quality and function prior to release.
- Assessed costs and risks associated with developing new features and products.
- Used critical thinking to break down problems, evaluate solutions and make decisions.

Environment: C#, C++, WPF, Photon Networking, Unity Engine, XLSX, GitHub, Jira, Slack.

INTERESTS AND HOBBIES

- Playing action games like the Witcher 3, God of War, UFC, FIFA.
- Playing board games like Chess, Monopoly, Gwent.
- Participating in online and in person [game jams](#).
- Maintaining an active lifestyle, attending the gym, hiking.

VOLUNTEERING

Research Participant

Unity Technologies – Vancouver, Canada

10/2022 to 12/2022

EDUCATION

Bachelor of Computer Science with Honors: Game Programming

10/2020 to 12/2023

LaSalle College Vancouver – Vancouver, Canada

International Foundation Certificate: Engineering

09/2019 to 08/2020

University of Limerick – Limerick, Ireland