Artem Kondratev

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SKILLS

- Unreal Engine:
Blueprints Visual Scripting | C++ Programming | Level Design | Animation Integration | Physics Simulation | AI Behavior Programming | Virtual Reality Development | Lighting and Rendering | Material and Shader Creation | Multiplayer Networking | Cinematics and Sequencer | Optimization and Profiling | Asset Management | Sound Design and Implementation | UI/UX Design | Perforce

- iOS
Swift Language Proficiency | Xcode IDE | SwiftUI | UIKit | Core Data | Networking and API Integration | Concurrency and Multithreading | Unit and UI Testing | Apple Frameworks (e.g., ARKit, Core ML) | Dependency Management (e.g., CocoaPods, Swift Package Manager) | Debugging and Profiling | Version Control with Git | App Store Deployment | Protocol-Oriented Programming | Error Handling and Optionals

English, Russian — All professional proficiency or above

EXPERIENCE

Unreal Engine Generalist	**Azur Games**	**Aug 2020 — Present**

- Integrated Unreal Engine as tool for video marketing pipe line. Developed a small Course for new hires for fast integration into Unreal Engine pipeline.
- Developed and integrated 10+ instrument and assets for fast video editing. Developed remote render farm for unreal engine projects.
- Organized the R&D department, which was engaged in the study of hypotheses associated with games or the development of advertising videos

Lead iOS Developer	**VedServis**	**Feb 2022 — Jan 2023**

- Designed and developed the whole application from scratch
- Successfully integrated Firebase SDK into the project.
- Managed the backorder team and the developers of web application.

iOS Developer	**Hello Doc**	**Jan 2021 — Feb 2022**

- Refactored and optimized several screens, decreasing significant load times.
- Maintained API to several Laboratories.
- Redesigned home screen from scratch. Developed new screen with custom maps support.

Unreal Engine Generalist	**Anvio VR**	**Jan 2018 — Aug 2020**

- Developed a new team, which creates videos using Unreal Engine as main tool.
- Developed different scenarios, for different advertising campaigns

EDUCATION

Bachelor of Design	**University of Cinema and Television**	**Saint Petersburg, Russia**	**2012 — 2017**