



Tigran Sargsyan

Software Developer

PROFILE

I am a Software Developer with a strong focus on creating immersive and engaging gaming experiences using Unity. My work represents my passion for game development, encompassing a deep understanding of game mechanics, programming, and game design principles. Proficient in C#, Unity, and other game development tools, I bring my ideas to life while ensuring my projects stay relevant and innovative by keeping up with industry advancements. In addition to game development, I have experience in developing various software applications using different programming languages and frameworks, showcasing my versatility as a developer.

As a team player with excellent communication skills, I effectively collaborate with others to achieve our shared goals. My dedication to delivering high-quality software solutions that meet user needs and exceed expectations is evident in every project I undertake. Whether it's creating captivating games or developing robust software applications, I am committed to excellence and innovation.


EDUCATION


2014 - 2019	MoD RA University Bachelor's degree in Units Management
2019 - 2022	Yerevan State University Master's degree in International Relations
2022 - Present	National Polytechnic University Master's degree in Information and Telecommunication Technologies and Electronics

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

CONTACT

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 [@tigran_sargsyan_w](https://twitter.com/tigran_sargsyan_w)

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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](https://github.com/tigran-sargsyan-w)

 bit.ly/tigran-linkedin

 bit.ly/tigran-github



EXPERIENCE

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

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.
- Troubleshoot 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 developing, database 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.