

# ARTEM LAGUTIN

GAME DEVELOPER | GAME DESIGNER | UNITY | BLENDER

## CONTACT

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Los Angeles, CA

[Portfolio](#)

[LinkedIn](#)

## EDUCATION

BACHELOR'S DEGREE

Kuzbass State Technical University -  
Engineering, Technician  
Kemerovo, RUS, May 2011

ASSOCIATE'S DEGREE

Vocational School №14 -  
IT, Computer Technician,  
Computer Programmer  
Leninsk-Kuznetsky, May 2008

ASSOCIATE'S DEGREE

Mining Technical College -  
Mechanic, Electrician  
Leninsk-Kuznetsky, May 2007

## DEV SKILLS

Unity Engine

C#

Game Development

Gameplay Programming

Game Design

3D Modeling (with Blender)

Photoshop (for texture creation)

Substance (for texture creation)

HTML (for web integration)

JavaScript (for interactions)

CSS (for styling and UI)

Scripting (in Unity)

Windows OS

## PROFILE

Passionate and driven Unity Game Developer with a strong focus on game design. Always eager to learn and take on new challenges. Obsessed with creating captivating gaming experiences. Seeking a position as a Unity Game Developer to contribute skills in game design, level creation, asset integration, and scripting to deliver high-quality projects on time and within budget.

## EXPERIENCE

### INDIE GAME DEVELOPER

*Self-Employed | Los Angeles, CA | 2022 - PRESENT*

Designed and implemented captivating gameplay mechanics, systems, and features to deliver immersive and engaging game experiences.

Developed clean and efficient code in C# to create and optimize various game functionalities, such as player controls, artificial intelligence, physics simulations, and user interfaces.

Conducted meticulous testing and debugging processes to identify and resolve software defects, ensuring a high level of quality and stability throughout the game development cycle.

Employed optimization techniques, including efficient algorithms, asset management, and utilization of Unity's profiling tools, to enhance game performance and optimize memory usage.

Proactively kept abreast of industry trends, emerging technologies, and best practices in game development, consistently integrating relevant advancements into projects for continuous improvement.

Actively contributed to the creative process by generating and implementing innovative ideas for game mechanics, level design, and storytelling elements.

### TEAM MEMBER, WAREHOUSE ASSOCIATE

*AMAZON LLC | Rialto, CA | 2021 - 2022*

### DELIVERY DRIVER, INDEPENDENT CONTRACTOR

*Doordash Inc | Hermosa Beach, CA | 2020 - 2021*

### CLERK / ASSISTANT

*Vons | Hermosa Beach, CA | 2019 - 2019*

### WAREHOUSE ASSOCIATE

*Raddish Kids | Redondo Beach, CA | 2019 - 2019*

### ENGINEER, SYSTEM ADMINISTRATOR

*Tuberculosis Hospital | Leninsk-Kuznetsky, RUS | 2015 - 2016*