ARTEM LAGUTIN

GAME DEVELOPER | GAME DESIGNER | LEVEL DESIGNER
C# | UNITY | BLENDER | ADOBE PAINTER

CONTACT

424.392.4880

sweettoos400@gmail.com

Los Angeles, CA

EDUCATION

BACHELOR'S DEGREE
Kuzbass State Technical University -
Electrical Engineering,
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)

Windows OS

Linux

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

My Annual Game Jam Entries

Dingleberry's Tiny Domain
– GDTV Game Jam 2025
Racing game with modular level design and collectible systems.
Praised for creativity in jam rankings. (Unity, C#, Level Design)
Rated **#108** out of **1014** entries

Sunny Side Shootout
– GDTV Game Jam 2024
Over-the-top arcade shooter with a bullet time mechanic.
Top 1% in GameDev.tv (Unity, C#, AI Systems, Optimization)
Rated **#27** out of **1086** entries

AI Attacks!
-Zero To Mastery Game Jam 2023
Over-the-top shooter with unique enemy spawning.
Designed with Blender assets and Unity, C#, Shader Graph
Rated **#2** out of **6** entries