

# Artem Bobrov

647-203-1027 | [artBobr@outlook.com](mailto:artBobr@outlook.com) | [linkedin.com/in/artem-bobrov/](https://www.linkedin.com/in/artem-bobrov/) | [github.com/sheifscarlet](https://github.com/sheifscarlet)

## PROFESSIONAL SUMMARY

---

Unity Developer with over 2 years of experience. Focused on writing clean, efficient code and developing engaging mechanics. Published multiple Unity games and open-source projects. Passionate about problem-solving, game feel, and performance optimization.

## TECHNICAL SKILLS

---

- **Game Development:** Unity (2D & 3D), AI (FSM, Behavior Trees, NavMesh), Game Design, Level Design
- **Optimization:** Profiling, Object Pooling, Memory Management, GPU Debugging
- **Web Development:** Frontend (HTML, CSS, JavaScript), Backend (Node.js, Express), REST APIs
- **Programming Languages:** C++, C#, Java, Python

## WORK EXPERIENCE

---

- **INTOK LIMITED** January 2021 – September 2023 / United Kingdom, Remote  
*C# Developer*
  - Development and maintenance of internal utilities and scripts for automating routine tasks using C#.
  - Created and supported 5+ desktop applications (WinForms/WPF) used by a team of 30+ employees.
  - Optimized legacy scripts, reducing average execution time by 25–50%, and resolved hundreds of bugs over the project lifecycle.
  - Authored clear documentation for all tools, improving onboarding efficiency and reducing maintenance time by 30%.
- **Independent Game Developer** 2022 – Present / Remote  
*Freelance Unity Developer*
  - Designed and published 5+ games on Itch.io and GitHub.
  - Implemented AI behaviors, procedural generation, and combat mechanics.
  - Optimized FPS and memory usage through profiling and refactoring.
- **Centennial College** Feb 2025 – May 2025 / Toronto, Canada  
*Research Assistant - Unity Developer*
  - Developing core features for a Unity WebGL interactive educational project designed to support 2,000+ first-semester students each year, with a strong focus on performance optimization and accessibility.
  - Responsible for feature development, debugging, and optimization, including designing and implementing interactive elements, resolving technical issues, and improving performance by 20% to ensure a smooth user experience across devices.
  - Collaborating with a team of 5 developers to ensure accessibility and UX best practices are met.

## PROJECTS

---

- **Watermelon Survivor (Itch — GitHub)** Unity3D, WebGL, C#
  - Implemented FSM-based enemy AI with dynamic pathfinding.
  - Developed a highly flexible object pooling system used for enemies, sounds, visual effects, and more, significantly improving performance.
  - Implemented wave-based spawning logic with difficulty scaling.
- **Super Tank Bros (Itch — GitHub)** Unity3D, WebGL, C#
  - Local co-op tank combat game with destructible environments and AI opponent.
  - Implemented tank movement, shooting mechanics, and AI behavior using Unity NavMesh.
  - Implemented wave-based spawning logic with difficulty scaling.

## EDUCATION

---

- **Centennial College**  
*Advanced Diploma in Game Programming* *Graduated April 2025*