

ARTHUR



SUMMARY

Accustomed to working in fast-paced and deadline driven environments
Experience with game development engines such as: Roblox, Unity, Unreal, Godot, Construct 3, and GameMaker

WORK EXPERIENCE

Roblox Developer in Thinkingbox

Apr 2020 - Now / Full-time

Attend virtual weekly meetings with development discussing accomplishments and current task. Prior Roblox experience. Responsible for updating and logging bug reports and completion for task.

Uploading updated scripts via Git Develop a character costume creator for players to customize their characters. Save and load player data and avatar creations between games using Lua.

FULLSTACK ENGINEER AT TITANIUM LABS, TITANIUM LABS

May 2016 – Apr 2020 / Full-time

Develop an online conference integration space for Roblox users. Create add on features to enhance gameplay. Design UI interface and layout of player menus and chat rooms. Create weekly meetings for updates on project development. Prior experience to Roblox Studio development.

EDUCATION

BACHELOR'S DEGREE

CHERKASSY STATE
TECHNOLOGICAL UNIVERSITY

SKILLS

- Git
- Lua
- Roblox API
- Roblox Studio
- HTML
- CSS
- JS
- Unity
- Unreal
- Construct 3
- Design UI
- Godot
- Construct 3
- Unrea

LANGUAGES

English: C1

Ukrainian: Native