

# Smbat Voskanyan

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2024 — 2025

## Triada Studio Games

- Contributed to their **custom in-house game engine**, built using **C++20**.
- Ventured to migrate platform specific OBJECTIVE C code to SWIFT.
- **Developed low-level data-structure** for core library to **improve API and performance** over its STL counterpart.
- Maintained the list of Conan packages and patches for all codebases.
- Integrated **crossplatform gamepad support**.
- Revamped the **input system** to support advance action context system with gestures.

2020 — 2023

## Rockbite Games

- Boosted the development of all ongoing projects – **Java based in-house open source VFX and level-editor** Talos VFX, **games** like **Sandship** and **Idle Outpost** with **6M+ downloads** on Google Play.
- Top contributor on Talos VFX with PRs ranging from **bug fixes** to **new features** – **Project Files Window**, **Nine Slice support**, **Visual Programming**, and etc.
- Spearheaded **R&D** for playable advertisements – **web game engine written in TypeScript and WebGL**. Reduced Cost Per Install(**CPI**) and improved **Player Retention Rate** for player acquisitions.
- Implemented **UI shop windows**, **dialogs**, **warehouse management** and **glossary panels**, **news system**, **notification system** and etc.

Earlier

2019 **Aparg** Senior Front End Developer, 2017 **Beeline** Service Digitization Specialist, 2016 **FlyCode LLC** Full Stack Engineer

Skills

C++, Java, JavaScript, Godot, Unreal Engine, OOP, Algorithms and Data Structures, Databases, Data Oriented Programming, Linux, REST, Git, Vim

## Education

2023-25 *MFA in Game Design* **Uppsala University**

2019-23 *BS in Computer Science* **American University of Armenia**

## Papers

- Connecting the Stars: Mapping Players Preferences and Motivation to In-Game Behaviour, 2025
- The Last Vampire: Digital Adaptation of a Social Deduction Board Game, 2024
- Porting Oberon OS to Raspberry Pi, 2023