Smbat Voskanyan ▶ [Portfolio](#) ⬘ [Git](#) in [Linkedin](#) ✉ [smbat@duck.com](#) ▐[(46) 764461812](#)

Game programmer with an interest in ray tracing, optimization, technical art, and low-level graphics. I have extensive experience in software engineering and computer science. Contributed to different successful projects varying from game development to web apps. Studied arts and shipped all projects with a nice touch and unique style. Technology geek and enthusiast, a gamer at heart.

Professional Experience

Rockbite Games   Yerevan, Armenia
Mid Game Developer+   Sep 2020 – Jul 2023

Games [Deep Town](#), [Sandship](#), [Battle Cards](#), [Idle Humans](#), [Idle Outpost](#), [Metropolis Tycoon](#). Developed complex UI and gameplay with LibGDX and Java. Contributed to in-house and open-source engine [Talos](#). Game Design team. Led R&D for a playable advertisements engine. Analytics and marketing tools.

Aparg — Jul 2019 – Sep 2019 Yerevan, Armenia *Senior Front End Developer* Worked on [Cincopa](#) and [Shazoom.io](#). Vanilla JS, browser extensions, Web Workers, MediaDevices, and Media Stream.	**Beeline** — Mar 2017 – Nov 2017 Yerevan, Armenia *Service Digitization team* Supported Service Digitization, Design, and Marketing. Converting products and services for online accessibility. Twice awarded as the employee of the month
FlyCode LLC — Jun 2017 – Aug 2017 Yerevan, Armenia *Junior Full Stack Web Developer* Web apps with HTML5, CSS (Less), JS (Angular JS), NodeJS (Express.js, Socket.io), MongoDB.	**FlyCode LLC** — Jun 2016 – Aug 2016 Yerevan, Armenia *Junior Front End Web Developer* Web apps with HTML5, CSS (Less), JavaScript (Angular JS)

Technical Skills

- C/C++ • OpenGL/WebGL • Ray Tracing • Implementing White Papers • Java • LibGDX
- ECS • OOP • Godot • Blende • Linear Algebra • JS/ES6 • Sql/NoSql DBs • Linux/Unix
- GLSL • Git • Node.js • Pixi.js • TypeScript • Public speaking • Communcation

Education

Uppsala University: Campus Gotland *MFA in Game Design*	**American University of Armenia** *BS in Computer Science*
Tumo Center for Creative Technologies Programming, Web Dev, Game Dev, Graphics Design, Music Prod, Swift and XCode, and ML. Also, trained TUMO students as a TA for the Programming workshop.	**Hakob Kojoyan Educational Complex** Art high school. In parallel to general subjects, took art classes such as painting, design, sculpting, art history, and mythology.

Volunteer Experience

• **WCIT 2019** – Yerevan, Armenia (Oct 2019): Volunteer in help-center team and co-leader

• **TUMO Summer Camp** – Yerevan, Armenia (Summer 2019): TA for programming workshop

• **Ayo!** – Yerevan, Armenia (Dec 2017 - Mar 2019): Participated in almost all their charity events and programs organized in the specified period, helping with organizational work and many other tasks

Certifications

• Fundamentals of Accelerated Computing with CUDA C/C++, Nvidia   Jun 22, 2022