

Artur Okseniuk

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SUMMARY

Game Developer with 3+ years of experience in mobile and live-service games.
Shipped multiple mobile/pc titles, worked on live projects with backend-driven features using AWS.
Specialized in gameplay systems, performance optimization, and general user game experience.

EDUCATION

Small Computer Academy “Step”, Ukraine, Kiev 2020

Diploma in Computer Science, GPA (10.1 | 84)
Focused on hands-on development of mobile applications and robotic software, including automation logic and algorithmic problem solving.

University of Europe for Applied Sciences. Germany, Potsdam 2025

Bachelor of Software Engineering, GPA (1,7 | 87)
Relevant course work: **Real-Time Fluid Simulation: Algorithms, Optimization, and Application**
Focused on real-time performance optimization and realism.

EXPERIENCE

Freelance 2019 - 2023

- Developed Telegram / Discord bots using Python
- Built small backend services and automation tools for small businesses
- Optimized existing scripts and services for performance and reliability
- Solved algorithmic and math problems for CS students

VicVent Studios. Ukraine, Kiev (Remote) Mar 2024 – Aug 2024

Unity developer

- Developed multiple gameplay prototypes (TPS, FPS, Tower Defense, Racing), implementing core mechanics, player input, AI behavior, and progression systems to validate game concepts and production feasibility.
- Developed a scraping tool with backend integration

Roamer Games. Germany, Berlin (Hybrid) Oct 2024 – Now

Gameplay Unity Developer / Cloud Software Engineer

- Shipped 4 mobile games (Moon Match, Bitcoin Bubble Merge, Bitcoin Bus Jam, BS - Neneko pop!)
- Worked on live mobile projects with ongoing updates (Crypto Crawler, Boe Wings)
- Designed and implemented in-game social features and internal tooling, improving player engagement and accelerating content iteration for live projects.
- Built and maintained backend services for game features using AWS (Lambda, DynamoDB, RDS), supporting live updates and player-related systems.

Side activity

- Contributed to Steam releases: Dice Gambit, Floss (Assisted with gameplay systems and polishing)

UE5 activity

- Built a fully local AI-driven NPC system in Unreal Engine, running all logic directly on the user's machine without relying on cloud LLM services
- Integrated speech recognition (Whisper), voice synthesis (Piper), and facial animation via NVIDIA Audio2Face

- Deployed a quantized LLaMA model (GGUF) locally to support real-time NPC dialogue and behavior generation
- Helped to develop (Christmas Horror, still in development), implemented enemy with chase logic, finding player, interactable npcs and gameplay mechanics

SKILLS

- **Programming languages:** C#, Python, C++, HLSL
- **Unity:** Gameplay systems, R3, Zenject, Netcode, Shader Graph, DOTS, Steam.Api (Facepunch)
- **Unreal:** AI Perception System, Navigation, EQS, GAS, BPs, Animations/BlendSpaces, Multiplayer replication basics, AI (BTree)
- **AWS:** Route53, S3, Lambda, IAM, CloudWatch, DynamoDB, RDS
- **Python:** BeautifulSoup, NumPy, PyTorch, FastAPI, Flask, SQLAlchemy, Bots discord/telegram
- **.Net:** MAUI, Blazor, R3, PostgreSQL, Integration testing, WinForms, Bots
- **Minecraft/GMod:** Modding (Java/Lua)
- **Extra:** SQL, Git, Math (linear algebra, discrete mathematics, probability), Algorithms

LANGUAGES

- *Ukrainian (N)*
- *Russian (N)*
- *English (C1)*
- *German (A2)*

HOBBIES

- *Game development*
- *Board and role-playing games (D&D, Battle mages, ...), Chess*
- *Literature (adventure, fantasy, technical)*
- *Games (Deadlock, Arc raiders, ...)*