

Artem Kondratev

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SKILLS

- Unreal Engine:
C++ | Blueprints Visual Scripting | Level Design | Animation Integration | Physics Simulation | AI Behavior Programming | Virtual Reality Development | Lighting and Rendering | Material and Shader Creation | Multiplayer & Networking | Cinematics and Sequencer | Optimization and Profiling | Asset Management | Sound Design and Implementation | UI/UX Design | Perforce

English, Russian — All professional proficiency or above

EXPERIENCE

UE C++ Developer	Azur Games	Aug 2020 — Present
<ul style="list-style-type: none">Integrated Unreal Engine into the company’s video-marketing pipeline, enabling rapid production of high-quality promotional content.Developed and delivered an onboarding course for new hires, accelerating integration into the UE-based workflow.Built 10+ production-ready tools, plugins, and designer-friendly “playable” asset packs for fast scene assembly and in-engine video editing without engineering support.Created “Azur DropPod”, an internal plugin management system (TS/Electron) for automated distribution, versioning, and installation of Unreal Engine plugins across the team.Implemented a remote render-farm solution for distributed rendering of Unreal Engine projects, significantly reducing turnaround time for heavy video tasks.Organized and led an R&D department focused on exploring gameplay hypotheses, developing technical prototypes, and creating advanced advertising content using Unreal Engine.		

Impact Highlights:
Cut video iteration time from 3 weeks (as of 2021) to 1 week.
Achieved 80% adoption of asset packs across projects.

UE C++ Developer	Anvio VR	Jan 2018 — Aug 2020
<ul style="list-style-type: none">Developed interactive VR games for the company’s own VR venues, including gameplay systems, interaction mechanics, and event-driven scenarios.Optimized projects for real-world VR installations with strict performance, stability, and latency requirements.Performed testing and debugging directly on VR arenas, improving user experience, comfort, interaction accuracy and reliability.Collaborated closely with artists, designers, and hardware engineers to deliver polished and stable VR experiences.Participated in R&D initiatives focused on new VR interaction models, immersive technologies, and prototype development.		

EDUCATION

Bachelor of Design	University of Cinema and Television	Saint Petersburg, Russia	2012 — 2017
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