Artem Myshkovsky

SENIOR FULL-STACK DEVELOPER
VUE / REACT / NODE / PHP

PROFILE

Full-Stack developer with over **5 years of experience** in web and game development. Team player who constantly seeks new opportunities for growth and isn't afraid of challenges. I've worked in product and outsourcing companies from Europe, USA, and Russia, primarily in the GameDev industry. I have experience developing web applications, websites, chatbots, admin panels, web services, as well as designing marketing landing pages, email campaigns, and game UI.

LOCATION

Warsaw, Poland

CONTACT

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Telegram

EDUCATION

BELARUSIAN STATE UNIVERSITY
Bachelor of Computer Science
2023

SKILLS

Vue Nuxt React Next.js

JavaScript TypeScript Node.js

Nest.js Express tRPC PHP Laravel

CSS SCSS HTML PUG Vuex SPA

BEM REST Prisma MySQL MariaDB

SQL MongoDB Redis

LANGUAGES

Russian – Native
English – B1
Polish – A2

SENIOR FULL-STACK DEVELOPER
SPEEDWAY GAMES
Sep 2023 – Pres.

Designed and implemented a game analytics system enabling real-time tracking and analysis of game statistics using custom metrics not provided by Roblox Analytics. This system helped to optimize monetization strategies and identify promotional strategy improvements. Developed a CMS and company website from scratch, integrating external services (Peopleforce, Roblox API), and managed infrastructure using Digital Ocean Cloud and Vercel. Communicated with the team in English.

SENIOR FRONTEND DEVELOPER
ARTKAI
Sep 2022 – Sep 2023

Developed a frontend license management system that automated product invoicing and pricing calculations, reducing the workload of the company's pricing team by **78%**. Customers gained the ability to self-manage their licenses (renew, upgrade, downgrade, cancel), improving operational efficiency.

MIDDLE FULL-STACK DEVELOPER
RADMIR GAMES
Jul 2021 – Sep 2022

Developed more than 15 in-game UIs using web technologies. Designed and implemented an in-game betting configuration and monitoring system based on Spoyer, that allowed to flexibly manage game mechanic and positively impacted company profits. Created a chatbot for player account management, notifications, and support. Contributed to website development for company products, including the flagship game Hassle Online.

FRONTEND DEVELOPER
NEXTRP
Jan 2020 – Jul 2021

Successfully implemented promotional materials for the game marketing to attract new and inactive players, including over 50 email tamplates and interactive landing pages for in-game events, updates, and news.

UNITY DEVELOPER
PLAYZZY GAMES
Sep 2019 – Jan 2020

Developed the client-side of the mobile top-down shooter game "Underdogs" using Unity. Responsible for developing the inventory, perks, and character statistics systems.