ALEXANDER RANKOV

SOFTWARE ENGINEERING STUDENT

514-746-9895 | Vaudreuil-Dorion, Quebec, J7V 9B9 | alexander.rankov.1@ens.etsmtl.ca | LinkedIn | Portfolio
French, English, Bulgarian

EDUCATION

Bachelor's in Software Engineering   **2025 - Current**
École de Technologie Supérieure (ÉTS), Montreal

Diploma of College Studies - Multimedia Integration   **2022 - 2025**
Collège de Maisonneuve, Montreal

Certificate of Perseverance   **2020 - 2021**
Ethics and Religious Culture

Certificate of Student "Coup de cœur" Award   **2019 - 2020**
Enriched English and Arts

TECHNICAL SKILLS

Programming

Programming Languages : C#, C++, CSS3, GDScript, HTML5, Java, JavaScript, PHP, SASS

Frameworks & Libraries : React

Version Control & Management Tools : GanttProject, GitHub, Trello

Development Tools : Eclipse, IntelliJ, Visual Studio, Visual Studio Code, WordPress

Softwares

Game Engines : Godot, Unity, Unreal Engine

Graphic & Multimedia Tools : Adobe After Effects, Abode Illustrator, Adobe Photoshop, Adobe Premiere Pro, Adobe XD, Affinity Designer, Substance Painter, Wix

3D : Blender, Maya

PERSONAL PROJECTS

Escape the Labyrinth   **March 2025**

- Designing and implementing game logic and mechanics using Unreal Engine Blueprints for my final project at Collège de Maisonneuve.
- Developing a video game in six weeks as a final project at Collège de Maisonneuve.
- Exploring Blender for 3D modeling and integrated visual elements into the game environment.

Pixel Adventure   **August 2024**

- Developing a 2D game in C# with a Game Manager handling scenes, player control, and core game logic.
- Creating original pixel art assets, including animations, to enhance game visuals.
- Improving code architecture, debugging, and game loop optimization to ensure smooth gameplay.

To-do List   **June 2024**

- Developing a web application featuring a to-do list for the user as part of a React learning project.
- Applying concepts of components and states to manage dynamic rendering.
- Deepening understanding of modern front-end programming fundamentals using JavaScript and React.

Projet Achernar   **May 2024**

- Programming core game mechanics for a 3D Unity game project.
- Developing teamwork, project management, and collaboration skills through a group project.
- Collaborating for the scene setup and the asset integration.

Centre d'entraînement Crow - Redesign   **December 2023**

- Redesigning and developing a responsive website for Centre d'entraînement Crow, integrating a new design with front-end functionality.
- Analyzing issues in the existing site's design, navigation, and usability to propose targeted improvements.
- Creating an interactive mockup using Adobe XD to guide the redesign.

Aviation - Quiz   **May 2022**

- Developing a mobile-first, responsive interactive quiz website using JavaScript, featuring progress tracking with localStorage.
- Implementing localStorage to save and retrieve player progress efficiently.
- Strengthening skills in front-end logic, event handling, and JavaScript code structuring.

PROFESSIONAL EXPERIENCE

Video Editor   **March 2025 – May 2025**
Hockey Québec, Montreal   **(Internship)**

- Editing promotional videos for Hockey Québec, ensuring alignment with the organization's visual identity.
- Creating motion design animations in After Effects following brand guidelines.
- Collaborating with the team to maintain visual consistency across all media.

WORK EXPERIENCE

Bagger   **July 2024 - Current**
Metro Inc., Vaudreuil-Dorion

- Preparing customer orders by carefully packaging products.
- Inspecting item quality before packaging.
- Selecting appropriate materials to protect products during transport.