

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 Merit – Student “Coup de cœur” Award | 2019 - 2020 |
| Enriched English and Arts | |

TECHNICAL SKILLS

Programming

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

Frameworks & Libraries : React

Version Control & Management Tools : GitHub, Trello, GanttProject

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

Softwares

Game Engines : Unity, Unreal Engine, Godot

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

3D & Animation : Maya, Blender

PERSONAL PROJECTS

Escape the Labyrinth

March 2025

- Developing a video game in six weeks as a final study project at Collège de Maisonneuve.
- Learning to use Blueprints in Unreal Engine to design game logic and mechanics.
- Exploring Blender for 3D modeling and the integration of visual elements into the game environment.

Pixel Adventure

June 2024

- Developing a 2D game in C# with scene, player, and game logic management through a Game Manager.
- Creating original pixel art assets, including animations.
- Improving skills in code architecture, debugging, and game loop optimization to ensure a smooth gameplay experience.

Projet Achernar

May 2024

- Designing a 3D game using Unity.
- Contributing to the programming of game mechanics.
- Developing teamwork, project management, and collaboration skills.

Page web avec une liste des tâches

October 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.

Crow Training Center Website Redesign

December 2023

- Analyzing issues in the existing site's design, navigation, and usability to propose targeted improvements.
- Designing a new interactive mockup using Adobe XD.
- Developing the new website — from design integration to front-end functionality implementation.

Aviation Quiz

May 2022

- Programming an interactive quiz website using JavaScript with a mobile-first, responsive design approach.
- Implementing localStorage to save player progress.
- Strengthening front-end logic, event handling, and JavaScript code structuring skills.

PROFESSIONAL EXPERIENCE

Monteur vidéo

Hockey Québec, Montréal

March 2025 – May 2025
(Internship)

- Editing promotional videos while maintaining the organization's visual identity.
- Creating motion design animations in After Effects following brand guidelines.
- Collaborating with the team to ensure visual consistency.

WORK EXPERIENCE

Bagger

Metro Inc., Vaudreuil-Dorion

July 2024 - Current

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