

ALEXANDER RANKOV

SOFTWARE ENGINEERING STUDENT

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French, English, Bulgarian

EDUCATION

Bachelor's in Software Engineering École de Technologie Supérieure (ÉTS), Montreal	2025 - Current
Diploma of College Studies - Multimedia Integration Collège de Maisonneuve, Montreal	2022 - 2025
Certificate of Perseverance Ethics and Religious Culture	2020 - 2021
Certificate of Merit – Student “Coup de cœur” Award Enriched English and Arts	2019 - 2020

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 <ul style="list-style-type: none">• 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.	March 2025
Pixel Adventure <ul style="list-style-type: none">• 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.	June 2024

Projet Achnar

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, Montreal

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.