
Software Development Engineer

Shchochka Andrii - Dnipro, Ukraine

aladin273.itch.io

github.com/Aladin273

aladin273.work@gmail.com

linkedin.com/in/aladin273

SKILLS

- C++, STL / C#, .NET / Python
- Qt, OpenGL, Unreal Engine 5
- Git, CMake, Docker, Hyper-V, VirtualBox
- Visual Studio, VS Code, Qt Creator, Xcode
- Patterns, OOP, SOLID, Algorithms, Data Structures
- Software Development, Computer Graphics, GameDev, CAD
- Applied Mathematics, Linear Algebra, Computational Geometry

WORK EXPERIENCE

AMC Bridge, Dnipro – *Software Development Engineer*

oct 2021 – to now

EDUCATION

DNU Oles Honchar, Dnipro – *bachelor's degree*

Faculty of Applied Mathematics, 113 - Applied Mathematics

2019 – 2023

DNU Oles Honchar, Dnipro – *master's degree*

Faculty of Applied Mathematics, 113 - Applied Mathematics

2023 – 2024

LANGUAGES

Ukrainian (Native), English (Intermediate)

COURSES

Apriorit SummerProjects Camp

AMC Bridge Intensive Course on 3D Programming and Computer Graphics

Udemy Unreal Engine - The Complete Guide to C++ Development

Udemy Unreal Engine - Pro Game Coding

PET-PROJECTS

MeshEngine (OpenGL, ImGui, GLFW, glad, glm, assimp) / ImGuiEx (ImGui, GLFW, stb, glm)

SecureMessenger (Qt, SQLite, tiny-AES-C) / MathWrapper (Julia, TgBot-Cpp)

BitmapWrapper (Qt, bmp, laplacian) / RocketRecog (Qt, mfcc, dtw, wav)

UE-PROJECTS

Geometry Smash (C++, Blueprints) / Cosmic Descent (C++, Blueprints) / Custom (Template)