C++ Software Development Engineer

Shchochka Andrii

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SKILLS

- C++, STL / C#, .NET

- Qt, Unreal Engine 5, OpenGL

- Git, CMake, Hyper-V, VirtualBox

- Visual Studio, VS Code, Qt Creator

- 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 — *bachelor*

Faculty of Applied Mathematics, 113 - Applied Mathematics

2019 — 2023

DNU Oles Honchar — *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)