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📍 Warsaw, Poland

## EDUCATION

### Polish-Japanese Academy of Information Technology

2024 - Present

Master of Engineering, Computer  
Science

2020 - 2024

Bachelor of Engineering, Computer  
Science

### IT STEP Academy

2017 - 2020

Software development course

## EXPERTISE

Java (Spring Boot, Thymeleaf, Hibernate)

C# (.NET, Entity Framework, REST API,  
Unity)

HTML, CSS, JavaScript (Node.js, React)

Python (TensorFlow, Keras, NumPy)

SQL (PL/SQL, MySQL, MSSQL)

Linux (Bash), Git

# PODOLICH OLEKSANDR

## Software Engineer

## ABOUT ME

I am a Master's student specializing in software engineering, business processes, and databases. I believe that teamwork, dedication, and a positive attitude are key to success in any field. I perform well in high-pressure situations and have multitasking skills. Always open to new experiences and ready to overcome challenges.

## WORK EXPERIENCE

○ Jun 2023- Present

Lionbridge | Łopuszańska 95, Warszawa

### Game Tester

- Test video games for functionality, usability, and performance.
- Document and report software defects using Jira tool.
- Verify bug fixes and ensure overall game quality.
- Collaborate with cross-functional teams.

○ Jun 2022 - Sep 2022

Comfy I Dnipro, Ukraine

### IT Consultant

- Addressed customer inquiries and technical issues.
- Collaborated with developers to resolve problems.
- Supported website maintenance and integration of new technologies.

## ACADEMIC PROJECTS

### Android App for diet tracking

#### Android Software Development

- Developed Android app for diet tracking and management.
- Implemented user registration and login functionalities.
- Integrated database for storing meals and products.
- Designed intuitive user interface using Android Studio.

### Website for managing the dormitory

#### Software Development

- Developed a web application with a Java backend (Spring Boot) and HTML/CSS frontend.
- Conducted unit testing and wrote Software Requirement Specification with UML diagrams.

### Website for the dormitory

#### Web Development

- Created websites using Node.js and React.
- Implemented functionalities for editing, removing, and adding data.
- Developed a MySQL database with validation checks.

### The Star Wanderer(3D FPS game) [Game Trailer](#)

#### Game Development

- Developed a Unity-based game using C#.
- Designed levels, implemented logic, and tested the game.
- Fixed bugs and created organized reports.

# LANGUAGE

English(C1)  
Polish(B1-B2)  
Ukrainian(native speaker)  
Russian(native speaker)

# CURRENT PROJECTS

## First-Person Room Cleaning Game

### Game Development

- **Description:** Developing a first-person Unity game focused on cleaning rooms.
- **Role:** Coding and implementing various functionalities to ensure smooth gameplay.
- **Collaboration:** Working with developers and designers, using GitHub for version control and ClickUp for project management.
- **Technologies:** Unity, C#, GitHub, ClickUp, Firebase DB
- **Key Achievements:** Integrated core gameplay mechanics, collaborated to meet project milestones, and maintained an organized codebase.