Anna Kuzava

SOFTWARE ENGINEER

CONTACT

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GitHub: https://github.com/Anna-Chumak

EDUCATION

**IT Step Academy, Ukraine
Present**
Kharkiv Branch, Ukraine (Remote)
Software Developer

**Central Michigan University, USA
May 2020**
MA in Teaching English to Speakers of Other Languages

**Scovoroda Kharkiv National Pedagogical University, Ukraine
May 2018**
Master's Degree in Secondary Education

**Scovoroda Kharkiv National Pedagogical University, Ukraine
May 2016**
Bachelor's Degree in Philology

KEY SKILLS

Programming languages: C++, JS, HTML5/CSS3, C#, PHP.

Database: T-SQL, PhpMyAdmin(MySQL).

Additional skills: English, Russian, Ukrainian.

I am a highly motivated software developer who finds coding both enjoyable and satisfying. Having a background in education, I approach work with patience, creativity and attention to detail. It always fascinates me how a line of code can either improve or crash the whole app. For that reason, I like knowing what every line of my code is doing, so I started my journey as a software engineer from learning C++ and then moved to JS and C#.

WORK EXPERIENCE

Graduate Assistant, CMU Writing Center Aug. 2018 – May 2020

- Worked on administrative projects related to data intake for sessions, both independently and in collaboration with fellow Graduate Assistants.
- Leveraged Google Sheets, Google Docs, and Excel to manage attendance for permanent, reoccurring appointments.
- Worked with writers across disciplines and backgrounds, including ESL writers, faculty, graduate students, and undergraduate students coming from different disciplines.

Substitute Teacher, Clio Area School District Oct. 2020 – Jun. 2021

- Coordinated with instructional staff to implement and adjust lesson plans to foster a smooth, organized classroom environment.
- Developed materials and lesson plans for children with special needs based on observed individual needs and their learning objectives.
- Worked with students as a group and one-on-one to ensure understanding of the material covered.

PROJECTS

Graph Memory Game (https://graph-memory-game.netlify.app)

- Description: A grid-based memory game that randomly generates a pattern with colored tiles for users to recreate. The levels become progressively harder once the user solves the level.
- Environment: JS, jQuery, HTML, CSS.

Hangman (https://github.com/Anna-Chumak/HangManCPlus):

- Description: Implementation of the classic Hangman game written in C++ using Qt framework for user interface.
- Environment: C++, Qt.

Dyvosvit (https://dyvosvit.netlify.app/)

- Description: Front-end website created for a small business to introduce it to potential customers and provide information about it.
- Environment: HTML5, CSS.