



ANTONI SERHIENKO

JUNIOR PROGRAMMER

Profile

I am a C# developer with 3 years of experience in developing desktop, web applications, libraries, networking and client-server applications. As myself, I offer you an employee with great potential and ambitions for the growth of both myself and your company.

Education

● Engineering of programming

Wyższa Szkoła Informatyki Stosowanej i Zarządzania WIT, Warsaw | 2016 - Present

Learned to understand, design and develop algorithms, data structures, large desktop and network applications

Technical Skills

● Programming languages

C#, .NET, LINQ, XAML, VB.Net, Java, C/C++, SQL, UML.

Web Technologies

- HTML5, CSS, JavaScript(JS), XML, JSON, ASP.Net Core, Node.js, express.js, passport.js.

Frameworks

- .NET Framework 2.0/3.0/3.5/4.0/4.8, Windows Forms, WF, Windows Presentation Foundation, WPF MVVM, ADO.Net, Entity Framework ASP.Net.

● Networking

TCP/IP, UDP, LAN, FTP, DNS, DHCP, HTTP(S).

● Databases

MS-SQL, Microsoft Office Access., MySQL, SQLite.

Integrated Development Environment

- Visual Studio 2008/2010/2013/2015/2017/2019, Visual Studio Code, Code Blocks, Brackets, SQL Server Management Studio, GIT.

Competences

- Thorough knowledge of C# programming concepts, application design, implementation, debugging and testing methods.
Hands on experience designed and used database system, relational
- databases, program documentation, web and desktop application development
- Thorough knowledge of Object Oriented Programming concepts
- Ability to analyze and understand complex problems, and generate appropriate technical solutions independently
- Experience in analysis and solution algorithmical problems
- Ability to catch and apply new concepts, quickly and stay updated with latest trends and technical advancements

Soft skills

- **Learns quickly**
- **Independent**
- **Creative**
- **Well mannered**
- **Stress resistant**
- **Team worker**
- **Responsible**
- **Calm**
- **Empathy**

Hard skills

- **English B2**
- **Analytical thinking**
- **Planning**
- **Code reading**
- **Research**
- **Googling**

Contact

Contact

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Social

- in /anton-serhienko
- 🔗 /AntonSerg
- 📧 @TGKxD

Projects

● **Bot for Hustle Castle.**

2020

Developed libraries on C# for interacting with the game through the emulator using WinApi functions. Functions: search for a window and its Handle's, sending messages (WM_LBUTTONDOWN, WM_KEYDOWN, WM_KEYUP), getting a screenshot.

I entered image processing for search template in the image (Template matching), find a dynamic image, cut this image and convert it to grayscale. Used OCR tesseract (Neural network) to recognize the power points of the character and the opponent.

Developed algorithms for automating game processes for passing the arena, portal, intrusions, viewing ads and earning resources. Made a nice and convenient User Interface.

● **Restaurant application.**

2020

Designed and developed a restaurant order processing application using a solid OOP paradigm and design patterns such as State, Fabric, FabricMethod, Strategy, DAL (Database Interaction) and modelling database for this application.

● **Car Auction website**

2019

Participated in the development of an online car auction: assistance in project design with UML, development of MS-Sql relation database, writing a library for interaction server side with a database in C # (ADO.NET), help writing the server side in node.js, passport.js, help in developing front-end HTML / CSS / JavaScript (JS), documentation and project presentation.

● **Exam application for school.**

2019

Developed a client-server application for conducting exams in an educational institution for the linux system on C language. I did authentication with encryption, users database which stored on server, multi-threading query processing server, dynamically creating tests, groups by examiner, automatically checks exams on server.

● **Bruteforce/Checker**

2019

Created a desktop application for checking the liquidity of the user base (login; password) on a specific web resource. The application is strictly written following object oriented programming paradigm on C# language. Used the HTTP protocol for communicating with the server (POST and GET requests), handling server errors, parse HTML pages, both whole and specific elements using CSS query selections, authentication on a web page in both single-threaded and multi-threaded mode.

● **Image processing application**

2019

C# application for image processing. Extending the Bitmap class, working with pointers and unsafe code.

Algorithms: create, stretch, align histogram, negation, threshold, reduction, arithmetic operations ADD, SUB, DIFF, logical operations AND, OR, XOR, imposition of recorded and own masks and filters, scale image, mediana operations, morphological operations.

● **Other**

2017-2019

Online chat - multiusers client-server chat on C# with authorization system.

Keylogger - Smart handling of user clicks in the background, checks language and input window(WinApi, Regex).

RPG game - Console RPG game in C ++ using OOP (Inheritance, abstraction, encapsulation, polymorphism, reuse).

BMP to Exc - transfer image into excel format and backwards.

A large number of applications created for educational purposes for the study of paradigms, patterns, constructions, data structures, algorithms, interfaces. For example sorting algorithms, Huffman codes, reverse polish notation, design of data structures - list, stacks, queues, map, hash map, binary tree.

Wyrażam zgodę na przetwarzanie moich danych osobowych dla potrzeb niezbędnych do realizacji procesu rekrutacji zgodnie z Rozporządzeniem Parlamentu Europejskiego i Rady (UE) 2016/679 z dnia 27 kwietnia 2016 r. w sprawie ochrony osób fizycznych w związku z przetwarzaniem danych osobowych i w sprawie swobodnego przepływu takich danych oraz uchylenia dyrektywy 95/46/WE (RODO).