

Kozlovskiy Vladislav Nicolaevich  
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Belarus

## Education

Belarus State University, Minsk  
Faculty of Applied Mathematics and Computer Science  
2023 - Present

## Skills

**Programming Languages:** C++, Java, C# - below average proficiency level.

**Game Engines:** Unity

**Development Tools:** Embarcadero C++ Builder, Qt Creator, NetBeans

**Algorithms and Data Structures:** Knowledge of trees, graphs, and other data structures

**English Language Proficiency:** Level B2 (Intermediate)

## Experience

**Sudoku Game** using Unity platform

IndDeveloper

06.2022 - 09.2022

Creating a 2D game with simple graphics

Creating logic to detect errors during game execution

Creating levels by reading ready-made templates

Using sound libraries, libraries for working with text files

Working with streams

Using special effects and animation

## Academic Projects

**Creating a 2D game** similar to Wordle using the Embarcadero C++ builder

Storing about a thousand words in the dictionary, the user is offered the opportunity to add new words during the game

Using binary search to find words in a file

**Creating a 2D game** in QtCreator similar to a top-down shooter

Creating object animations

Creating and managing multiple audio channels

Using basic damage logic in games

**Creating an advanced calculator program** with encryption and archiving using Netbean

Using libraries to read and write different types

Using libraries for archiving in zip format

Using libraries for encrypting files

## Contact Information

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GitHub: <https://github.com/AsVladHub/CV>