

Kozlovskiy Vladislav Nicolaevich  
t.me/@vLODic  
Belarus

### **Education**

Belarus State University, Minsk  
2023 - Present

### **Skills**

Programming Languages: C++, Java, C#  
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  
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.

### **Academic Projects**

Creating a 2D game similar to Wordle using the Embarcadero C++ builder. Creating a 2D game in QtCreator similar to a top-down shooter. Creating an advanced calculator program with encryption and archiving capabilities using Netbean.

### **Contact Information**

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