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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