







IVAN ZHUK

Junior Unreal Engine developer

DETAILS

Date of birth : 07.14.1988
Gender : male
Civil status : married

CONTACT

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 IvanZhuk.pro

ABOUT ME

I am a beginner specialist in programming in the context of Unreal Engine, but I have a lot of experience in engineering related to large industrial enterprises.

The technical mindset allows me to study and solve the tasks of different levels of complexity both in the technical sphere and in team interaction.



WORK EXPERIENCE



November 2022 – Present

Junior developer C++ / Unreal Engine

- I analyze the initial information in engineering projects, advise the development team on the technical features of the required virtual simulators, as a result of which the development process is accelerated due to a more complete understanding of the required result by the team
- import engineering CAD models into the Unreal Engine using the Datasmith & DataPrep plugins
- write scripts for simulator scenarios using the LogicDriver plugin for Unreal Engine
- write small mechanics of interactive elements in the simulators using Blueprints

ERINTEK Siberia

April 2015 – January 2021

Head of the group of measurement and restoration works and certification of hazardous industrial facilities

- organized works on inspection, laser scanning and photopanning of industrial facilities (Achinsk oil refining plant, Angarsk petrochemical plant, Zarubezhneft, etc.)
- organized work for a team of 5 people on creating electronic information passports for large industrial enterprises using documentation of any complexity, as a result of which customers received a database including highly detailed 3D models of equipment and electronic documents of technological processes
- created solid-state 3D models and design documentation of technological elements and equipment, using documentation from different countries
- organized the reliable operation of network equipment, and during the pandemic, I was able to quickly organize remote work for all employees

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HARD SKILLS

Russian



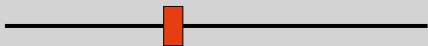
English



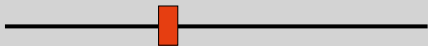
Unreal Engine



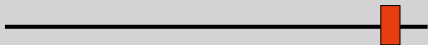
C++



Git



Technical documentation &
Computer-Aided Design
systems (Inventor, SolidWorks,
AutoCad...)



SOFT SKILLS

- I know well from experience what teamwork is, the value of the strengths of each team member and the importance of motivation
- able to learn and adapt to change
- I have strong analytical and critical thinking skills
- I have a great zest for life and believe that every predicament can be resolved

HOBBIES



NEOLANT Infoling

December 2012 – March 2015

Chief specialist of the Engineering Department

- created information solid-state 3D models of any complexity for virtual simulators of such enterprises as the Kolskaya nuclear power plant, Novovoronezhskaya 2 nuclear power plant, etc.
- identified the initial information and needs of customers, and also found documentation and the necessary specialists directly at the customer's facilities
- studied and implemented design PDM / PLM systems, through which the speed and convenience of the design work of engineers significantly (50-60%) increased

OKB Zenith

Septem 2010 – Novem 2012

Design engineer

- created design documentation for non-standard equipment, interacting directly with the departments of technologists and production
- participated in research activities, as a result of which I have a patent for a utility model



EDUCATION

February 2021 – October 2022

Skillbox educational platform

- Unreal Engine game developer course
- studied stack: Unreal Engine, C++, Blueprints, Git...
- during which I have written 2 games (GitLab code, [compiled games for Win](#)) using Blueprints and C++ (wrote the code for the mechanics of movement and control, thought out the conditions for victory and game over, created the main UI: menus and HUD)

2017

GeekBrains educational platform

- web development course
- studied stack: HTML 5, CSS 3, SASS, JavaScript, SVG, Figma...
- as a result of this education, I created the site [ivanzhuk.pro](#) without using site builders, libraries, etc.

September 2011 – June 2014

Siberian State Aerospace University

- Faculty of technology and economy
- Department of logistics
- Master's degree in logistics, Diploma with honours

September 2005 – June 2011

Siberian State Aerospace University

- Faculty of mechanical engineering and mechatronics
- Department of refrigeration, cryogenic engineering and air conditioning
- Engineering degree, Diploma with honours