







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.



CURRENT ACTIVITY

Learning programming & Unreal Engine

February 2021 – Present

- I'm taking the course "Unreal Engine game developer" on SkillBox educational platform, 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 Heads Up Display)
- I continue to delve into C++, studying the intricacies and possibilities of new standards



WORK EXPERIENCE

ERINTEK Siberia

April 2015 – January 2021

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

- studied the work of subcontractors to create virtual simulators using the Unreal Engine
- 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
- ensured reliable operation of network equipment in the office, thanks to which, during the pandemic, I was able to quickly organize the remote work of all employees

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HARD SKILLS

Russian



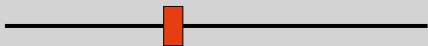
English



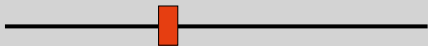
Unreal Engine



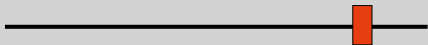
C++



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

AEROTECH-M (undergraduate practice)

January 2010 – August 2010

Millwright of ventilation and air conditioning systems

- worked at construction sites, laying and adjusting ventilation and air conditioning systems, thanks to which the amount of happy people who could enjoy fresh and cool air in their homes increased

EDUCATION

2017

GeekBrains educational platform

- web development course
- studied stack: HTML 5, CSS 3, SASS, JavaScript, SVG...
- 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 mechatronik
- Department of refrigeration, cryogenic engineering and air conditioning
- Engineering degree, Diploma with honours