

Victor Anisimov

v.a.anisimoff@gmail.com <https://www.linkedin.com/in/anisimov-victor> <https://github.com/csmnt-4>

ABOUT

A second-year student in the Game Development course with a love for strong, applicable, and intuitive design. Familiar with development practices and design processes, have experience in communication in creative field. Passionate about learning and improving. Active listener and empathetic communicator.

EDUCATION

Information Technology and Programming – ITMO University, Saint Petersburg, Russia
September 2018 – June 2022

Game Development – NBCC, Miramichi, NB, Canada
September 2022 – Present

ADDITIONAL EDUCATION & EXPERIENCE

Art School, Rybinsk, Russia, 2015–2018 – Art history, digital and graphical design, sculpture

VIII Youth Leaders Forum YouLead (AIESEC), Moscow, Russia, 2017 – Participant

“Managing the Emotional Intellect”, NUST MISIS, Moscow, Russia, 2020

“Flexible Methodologies for High-tech Development”, MIPT, Moscow, Russia, 2022

WORK EXPERIENCE

Boston Pizza – Assistant Cook
August 2022 – January 2023

O'Donaghue's Pub – Line Cook
December 2022 – Present

O'Donaghue's Pub – Server
October 2023 – Present

SKILLS

Software:

- Asana
- Trello
- Notion
- Toggl Track
- Figma
- Adobe Photoshop, Illustrator, XD, AE
- Git

Project Management:

- Agile & Scrum methodologies
- Reading and creating business process charts, flowcharts, diagrams
- Research & planning

Soft Skills:

- Public speaking
- Teamwork
- Critical thinking
- Problem solving

LANGUAGES PROFICIENCY

English – Full working proficiency

French – Limited working proficiency

Russian – Native

ACTIVITIES & HOBBIES

Cycling

Photography