

Daniylo Andreiev

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Objective

Motivated and eager computer science student seeking a junior developer position to apply my knowledge in programming, problem-solving, and software development. Open to roles in C#, C++, Java, frontend or full-stack development, game development, and web technologies. Looking to grow professionally while contributing to real projects.

Education

Slovak University of Technology, Bratislava (STU)

Faculty of Informatics and Information Technologies (FIIT)

Bachelor's program — ongoing

Secondary Education — Ukraine

Successfully completed

Additional Training

3-month intensive programming course

Languages: C/C++, C#, Java

Practice included small projects, game development in Unity, algorithms, and basic database work

Skills

- **Programming Languages:** C#, C/C++, Java, Python
 - **Frontend & Web:** HTML, CSS, basic JavaScript
 - **Game Development:** Unity (C#), basic UI/UX design
 - **Databases:** SQL (queries, tables)
 - **Other:** Git (basic), algorithms, data structures, problem-solving
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Projects

- **Unity Game (C#)**
Designed and implemented full game logic, UI elements, and event handling. Developed as part of coursework.
- **University Projects:**
 - Binary trees and data structures implemented in C/C++
 - Mini game with visualization in Java

- Algorithmic exercises in Python
 - **Basic Web Projects:**
Simple pages using HTML/CSS, interactive elements in JavaScript, and API integration for data retrieval
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Languages

- Ukrainian, Russian — native
 - English, Slovak — B2
 - Chinese — beginner
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Certificates

- Certificate of completion of the 3-month programming course
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Why I'm a good fit

- Practical knowledge in C#, C++, Java, Python, SQL, HTML, and basic web development
- Experience completing projects end-to-end: from idea to functional product
- Quick learner, flexible, and motivated to contribute to team projects in development, game, or web technologies