DENYS NYKYPANCHUK

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OBJECTIVE

Desired position: Junior Java Software Developer.

EDUCATION

Bachelor of Computer Science | Lviv Polytechnic National University
2020 – 2024

Front-End Web Developer | IT-Cluster Academy & Space Up
THE END OF 2018 - THE BEGINNING OF 2019

EXPERIENCE

Projects in portfolio on GitHub:
> **Types of projects from the newest to the oldest:**
> - **Java projects**
> - **C/C++ projects**
> - **Front-End Web Development**

[Job Title] | [Company]
[DATES FROM] – [TO]
[Describe your responsibilities and achievements in terms of impact and results. Use examples, but keep in short.]

SKILLS

- **Foreign languages:** English B2(upper-intermediate), Ukrainian (native speaker).
- **Soft skills:** time management, work in team, code review and mentoring
- **Programming languages:** Java (junior level), C/C++ (junior level), JavaScript (primary level).
- **Databases:** MySQL.
- **Version Control Systems:** Git (+GitHub).
- **Programming paradigms:** Procedural and Object-Oriented programming.
- **Programming Tolls:** JetBrains Tools, Visual Studio and VS Code, Git Bash, Command prompt and Linux terminal.
- **Build automation tools:** Gradle.
- **Agile methodologies:** Scrum and Kanban.
- **OS:** Windows, Linux (Ubuntu and Mint).

- **Game Engine:** Unreal Engine 4.
- **Web Dev:** HTML5, CSS3 (SASS/SCSS), BEM methodology, responsive web design, JavaScript (jQuery) + Gulp, NPM.

⋯ ACTIVITIES

Lviv University: while studying at university, I created many projects on *C/C++* and *Java* programming languages to study algorithms and data structure, work with graphs, trees, lists in dynamic memory, and so on. Most projects are hosted on my GitHub. By the way, thanks to my first-year lecturer, I had the opportunity to give my first lecture on the theory of graphs, Travelling Salesman Problem and algorithms of solving, at the National University "Lviv Polytechnic".

Front-End course: to demonstrate my skills, I created 4 sites from my own template and posted them on GitHub. After these courses, I took part in competitions in my city and took 3rd place.

Self-education: in summer before university learn Unreal engine 4 (game development) + Blender (graphics) and made a primitive 3D game. I have also experience in programming and designing robots on Arduino (take part in competition with one of my robots).