

# DENYS NYKYRANCHUK

Lviv, Lviv Oblast, Ukraine

+380 (96) 113-69-94

+380 (99) 550-44-64

dennykpanchukfml@gmail.com

www.linkedin.com/in/denysnykpanchuk

https://github.com/Den-alt



## 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 (upper-intermediate), Ukrainian (native speaker).
- **Soft skills:** time management, work in team, code review and mentoring
- **Programming languages:** Java (advanced level), C/C++, JavaScript (primary level).
- **Databases:** MySQL.
- **Version Control Systems:** Git (+GitHub).
- **Programming paradigms:** Procedural and Object-Oriented programming.
- **Programming Tools:** JetBrains Tools, Visual Studio and VS Code, Git Bash, Command prompt and Linux terminal.
- **Build automation tools:** Gradle, CMake (primary knowledge).
- **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.

**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).