BC. DMYTRO KAGIROV

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Beginning software developer and student at the Technical University in Kosice. I spend most of my free time to improve my programming skills. I am responsible and meet deadlines.

PERSONAL INFORMATION

Date of Birth: 27.06.2002 **Nationality:** UKRAINIAN

Place of Birth: MYKOLAIV, UKRAINE

EDUCATION

2019 - 2022

BACHELOR'S DEGREE, TECHNICAL UNIVERSITY OF KOŠICE (TUKE)

2022 - PRESENT

MASTER'S DEGREE, TECHNICAL UNIVERSITY OF KOŠICE (TUKE)

SKILLS

Qt / Qml

Desktop App Web Stack

HTML / CSS / JavaScript

C++ • NodeJS / Express

Python / PyQt • React

postgreSQL

Mobile App

React Native

MongoDB

postgreSQL

Others

- Windows / Linux
- Git
- Figma

PROJECTS

React Food Delivery

This is a website prototype for selling and delivering fast food.

GitHub: github.com/Dmytro27Ind/react-food-delivery

Demo: dmytro27ind.github.io/react-food-delivery/

React Music Player

This is a music player written in React using libraries such as Redux and MUI for UI elements. This web application also uses the Spotify API.

GitHub: github.com/Dmytro27Ind/react-music-player

Demo: dmytro27ind.github.io/react-music-player/

City Desk, HACKATHON

Application for notification of failures or breakdowns in the city. App written with **React Native** for Android.

GitHub: github.com/Dmytro27Ind/city-desk
DevPost: devpost.com/software/citydesk

App Chat

Messenger app written with **React Native** for android. The backend was written with **NodeJS**, **Express** and MongoDB.

GitHub: github.com/Dmytro27Ind/app-chat

Web Cv

This project is my resume written in React. Also, the project used packages like Redux for state management and Particles.js for dynamic background.

GitHub: github.com/Dmytro27Ind/web-cv/
Demo: dmytro27ind.github.io/web-cv/

Chess Environment, BACHELOR'S WORK

This is the Gym environment for Al training. For the front-end part, I used the **PyQt** library to work with **Qt** in Python.

GitHub: github.com/Dmytro27Ind/chess-env-ai

Cute Aquarium, TEAM PROJECT

We will create a creative project for pupils of art schools. For the front-end part, we used **Qt**, **Qml** and **C++**.

GitLab: gitlab.com/Lubos_/cute-aquarium

Way of Memories, HACKATHON

This is a 2D single player platform game with a post-apocalyptic theme. The game was made using the **Godot** engine.

GitHub: github.com/Dmytro27Ind/way-of-memories
DevPost: devpost.com/software/way-of-memories

LANGUAGES

Ukrainian - NATIVE SPEAKER

Slovak - B1

English - B1