

Elijah Andrushenko

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Objective

Recent graduate in computer science looking to start my career in software development.

Skills

Programming Languages: C++, C, C#, Python, Swift

Technologies: Unix/Linux, Unity, Git, XCode

Projects

Automaton Escape | Elijah-Andrushenko.com/Automaton-Escape.html

- Implemented a player-controller to handle all essential gameplay controls
- Engineered enemy A.I. using pathfinding and state-machines
- Designed 42 levels involving physics based puzzles
- Created game artwork and animations while utilizing animation states
- Achieved 360 degree aim control by introducing vector mathematics and physics quaternions.
- Championed smooth camera control by employing linear interpolations
- Satisfied in-game music and sound effects requirements

Yelp Dataset Challenge | Elijah-Andrushenko.com/Yelp.html

- Constructed Python scripts to transfer 8 million Yelp user accounts from a JSON file into a PostgreSQL database system
- Designed Entity-Relationship models
- Optimized query execution times within a searching application
- Built an overall sleek and simple design to display user data

Turtle OS | elijah-andrushenko.com/Turtle.html

- Developed a file-based system through a vector graphics module in Python
- Introduced essential UNIX commands such as ls, touch, mkdir, rmdir, cat, echo, rm, mv, and cd.

Education

Washington State University | Pullman, Washington

- Bachelor of Science, Computer Science
- Minor in Mathematics