|  |  |
| --- | --- |
| **RELEVANT LINKS** |  |
|  | LinkedIn:<https://www.linkedin.com/in/pavel-nemchenko-4438b017b/>  itch.io: <https://eifersuuucht.itch.io/>  Instagram:<https://www.instagram.com/pnemchenko/>  Github:<https://github.com/Eifersuuucht> |
| **HIGHLIGHTS** |  |
|  | * Good C#, Unity3D, .NET development skills; * Expertise in operating Visual Studio for testing and debugging systems; * Expertise in using Unity3D editor for development games. * Strong knowledge of object-oriented concepts; * Ability to learn and apply new technologies; * Quick problem solver; * Reliable team member. |
| **TECHNOLOGIES** |  |
|  | **Platforms:** .NET Framework, .NET Core, Unity3D.  **Programming Languages:** C#, C/C++, Java, T-SQL, Javascript.  **Technologies:** ASP.NET MVC, ASP.NET WEB API, ASP.NET Core, Entity Framework, Entity Framework Core, Dapper, ADO.NET, LINQ, Unity3D, AngularJS, VueJS, JQuery, TypeScript, Bootstrap, HTML5, CSS3, AJAX, JSON, Android SDK.  **Databases:** MSSQL Server, SQLite.  **IDE**: Visual Studio, Visual Studio Code, Unity Editor.  **Version Control System:** Git. |
| **CAREER HISTORY** |  |
|  | **GeeksForLess Inc.** ***May 2019 – Present***  **Position:** .NET Developer (Junior)  **Duties:**   * Developing and maintaining back-end of web applications with .Net Framework; * developing front-end of web applications, with AngularJS; * seeking and rectifying errors during debugging process; * creating stored procedures and writing SQL queries; * making reports.   **Pet Project (Don't Get Older) *Sep. 2019 -Present***  **Position:** Unity3D Developer  **Project description:** This is a 2d top down action game for Android platform. It is made with Unity3d Editor and using C# language with all OOP principles. Don't Get Older is in development for now. You can watch my progress on it on my Instagram(<https://www.instagram.com/pnemchenko/> ), where I post updates of this game's development.  **GameJam Project (Lost in the Fog) Oct*. 2019 - Oct. 2019***  **Position:** Unity3D Developer  **Project description:** This is a 3d survival game, which was made by me within 3 days. Also this was my game entry to Ludum Dare 45, which was on October 4-7th 2019.  **Freelance (Baptism of Fire) *Sep. 2018 -Dec. 2018***  **Position:** Unity3D Developer  **Project description:** The game was made with Unity3d using C#. Uses Object Oriented Principles like inheritance and encapsulation**.**  **Freelance (Web Forum Application) *Feb. 2019 – Mar. 2019***  **Position:** .NET Developer  **Project description:** Based on the MVC pattern. This application was created using ASP.Net Core Framework. Utilize Identity Server, Razor Pages and Entity Framework Core for admin account, simple UI and interaction with database, respectively. Uses Object Oriented Principles like inheritance, polymorphism and encapsulation. |
| **EDUCATION** |  |
|  | **Petro Mohyla Black Sea National University**  ***2017 – Present***  Bachelor, Software Engineering |
| **LANGUAGES** |  |
|  | **English** – Intermediate  **German** – Elementary |