Pavel Nemchenko | C#/.Net Developer

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About Me

I never wanted to become a software developer, but once I created my first application and it produces “Hello World”, I was hooked into the world of software development. Programming was never just a job for me, it is always engaging challenge, which makes me eager to constantly learn and improve my skills in developing high-quality applications. Something, which started with simple “Hello World” has become passion, that gets stronger as years go by.

Below you’ll find projects I’ve completed that showcase my skills and general background in developing software.

Experience

**Web Forum Application**

Based on the MVC pattern. This application was created using ASP.Net Core Framework. Utilizes IdentityServer, 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.

*Link of repository:* <https://github.com/Eifersuuucht/WebForum>

**3d Logic Game**

Based on the game The Talos Principle. This game was made with Unity3d using C#. Uses Object Oriented Principles like inheritance and encapsulation.

*Link of repository:* <https://github.com/Eifersuuucht/3D_Logic_Game>

Education

Bachelor of Software Engineering, Expected Graduation in June 2021

### [Petro Mohyla Black Sea National University,](https://chmnu.edu.ua/en/) Mykolaiv, Ukraine

### Relevant Coursework:

### Object Oriented Programming

### Database organization

Skills and interests

### Languages: English (intermediate), German (elementary), Ukrainian (native), Russian (native).

### Interests: Web Development, Game Development, Hackathon, Reading Fantasy, Self-Development and Technical literature, Writing poems.