_NICK SAVELIEV

Software Engineer

with experience in web development using TypeScript and React, mobile app development with React Native, and software development using C and C++. My background includes game development, and I've worked on various software projects such as 3D modelling, implementing sorting algorithms, and creating my own library.

_SKILLS

- TypeScript
 JavaScript
 React
 React
 Native
- Next.js
 Node.js
 PostgreSQL
 HTML
 CSS
- C++ C C# Git Jest Docker Enthusiasm
- Teamwork
 Problem-solving
 Attention to details

_EXPERIENCE

<u>Personal Website</u> – My own portfolio website

TypeScript | React | Next.js | Figma

- Implemented adaptive functionality.
- · Collaboration with a UX/UI designer.
- · Worked with swiper.js framework.

Hero Fan - A Full-Stack (Marvel) Fan Webpage

JavaScript | React | Next.js | Node.js | SQL | API | Docker

- Integrated external Marvel API
- · Implemented user authentication and password encryption
- Worked with databases on the back-end
- Managed communication between the front-end and back-end through API requests

SMTH - React Native-Based App for Stress-Free Job Searching and Hiring

TypeScript | React Native

- · Implemented a Tinder-style swipeable card feature
- Developed collaboratively with a designer and another developer

<u>FdF</u> - C based graphic project of 2D representation of 3D object C | MLX42 | Make

- Text file map parsing and conversion;
- Displaying an object in isometric and orthographic projections;
- · Moving, rotating and scaling an object;
- Implementation of draw line (DDA) and matrix rotation algorithms.



My Website

My GitHub

EDUCATION

Present:

Hive Helsinki
 Software Engineering

2024:

XAMK, CADGI
 Introduction to Video
 Games Creation

2023:

- DNACEA
 Master's Degree in
 Automotive Engineering
- Udemy, Gamedev.tv <u>Unreal Engine 5 C++</u> <u>Developer</u>

_CONTACTS

Location:

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Eligible to work in Finland