Andrey Shtukenberg

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https://github.com/Fioringo

EDUCATION

New York City Hunter College CUNY   New York, NY
Bachelor of Arts in Computer Science   Expected: May 2020
Relevant coursework: Major GPA: 3.7
Data Structures and Algorithms, Discrete Structures, Computer Architecture, Computer Theory

TECHNICAL SKILLS

Programming Languages: C++, C#, SQL, HTML, CSS, Python, Java, JavaScript, Bash
Technologies: Xcode, Visual Studio, Git/GitHub
Operating Systems: Mac OS X, Linux, Windows, iOS, Android

PROJECTS

The Plain Plane (C#)   2018
- Developed a full demo portion of the game, showing off different kind of mechanics and general experience of the game.
- Built from scratch - all assets were made by me, including scripts for the game

Easy Grade (C#/MySQl/JavaScript/HTML/CSS)   2018
- Created a grading website, that allows teachers to view grades posted by graders
- Uses MySQL database to manage users and their access level
- Spreadsheets for grades, for different days, for different classes, updated as filled

Myce (HackNY Fall 2018) (JavaScript/HTML/CSS)   Sept 2018 - Present
- Collaborated with 4 teammates to create a web application which utilizes NYC Open Data
- Refined/developed the visual representation of data from MySQL database
- Created "About Us" page from scratch

EXPERIENCE

Hunter College: New York, NY
Undergraduate Teacher Assistant/Tutor   August 2018 - Present
- Help ~30 students on a weekly basis with computer science problems and explain computer science concepts
- Can resolve student issues within 20 minutes time

CUNY Hackathon: New York, NY
Participant   March 2018
- Participated in the 2018 CUNY Hackathon
- Was the main front-end developer.

School Plus on Manhattan: New York, NY
Developer   September 2016 - May 2018
- Wrote code for the server side of a company website for prototyping
- Tested working website for security issues and bugs