

PERSONAL DATA



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OBJECTIVE

Desired Position: C++ Developer

SUMMARY OF QUALIFICATION

I am working in Game Development since 2019.
My current stack of technologies is: C++, Unreal Engine.
To see my current projects follow the GitHub link.

TECHNICAL SKILLS

- C++
- Unreal Engine, C++ STL, SFML
- Asana, GitHub
- Visual Studio, Visual Studio Code, Bourne Shell (Linux)

ADDITIONAL SKILLS

- Work experience with Boost, XML, SQL, CMake, GoogleTest
- Assembly language (NASM), C, OS device (Linux)
- CPU and computer science knowledge
- Graphic skills: 3ds Max, Photoshop, Blender

LANGUAGES

- English – Pre-Intermediate/Intermediate
- Russian – Native Speaker

EDUCATION

- **Alma mater:** 2009 – 2014 / Belarusian National Technical University, Builder Faculty/ Industrial and civil construction / Minsk, Belarus
- **Books:** Stolyarov A.V. – [Programming: an introduction to the profession](#) (three-volume book).
- **Sites:** cppreference.com (C++ programmer's online reference), ravesli.com (online book + courses)
- **UE learning:** [A series of courses and tutorials](#) (including official). [UE documentation](#).
- **YouTube:** [Ilya Meshcherin channel](#) – MIPT C++ course; [SimpleCode channel](#) – C++ course; Krinkin Kirill channel – [Introduction into Computer Architecture and Operating Systems Elements](#) course, [Linux programming](#) course etc.

SEVERAL FACTS ABOUT ME

In my spare time I love to play computer games.

In 2012 I played World Cyber Games (Belarus stage), as StarCraft 2 player, took 2nd place.

I like traveling, biking.

I am interested in historical literature as well as scientific.

I have a dog, named "Chuck"). He is French bulldog.

COURSES AND CERTIFICATES

- Speak Out Intermediate (B1) / 2021
https://drive.google.com/file/d/1pRTy_VP6CETDARWyAlZrwO0sr_1iHLHU/view?usp=sharing
- Git Basics / 2022
<https://drive.google.com/file/d/1rm1lGkat3U9BBuWKbs28UdzVMgxtHDad/view?usp=sharing>

PROFESSIONAL EXPERIENCE

Software Engineer	
Company:	"CREDO-DIALOGUE"
Duration:	02/2023 – until now
Company Web Site:	https://credo-dialogue.ru/
Company Location:	Belarus
Position:	C++ developer
Responsibilities:	<ul style="list-style-type: none">- Implementing new functionality according to the requirements of an application analyst.- Participating in the discussion of requirements and options for their implementation.- I am finalizing the previously implemented functionality according to the requirement of analysts.- Correcting errors within the current project.
Tools & Technologies:	C++ 17, Qt, Git, Visual Studio

Freelance (self employed)	
Duration:	08/2021 – 01/2023
Position:	C++ developer
Responsibilities:	<ul style="list-style-type: none">-Unreal Engine game development with the creation of playable prototypes. Learning the framework, engine architecture. Both C++ for UE5 and blueprints.-Learning in C++ development under mentor direction (including STL).-SFML with C++ creating games.-Learning low-level programming languages (NASM assembler and C) to dive into the basics of operating systems (using Linux as an example), as well as computer architecture and OSI model.
Tools & Technologies:	C++, Unreal Engine, SFML, STL, Git, Linux

Game Development

Company:	"Playgendary"
Duration:	04/2019 – 08/2021
Project:	Game "Design Masters"
Project Web Site:	https://playgendary.com/ru/games/design-masters
Project Location:	Belarus
Position:	Senior 3d Artist
Responsibilities:	<ul style="list-style-type: none"> -Creation and design of game locations. -Material creation and 3d modeling. -Work on workflow optimization for 3d artists. Research of render engines for the purposes of the project. -Render 2d sprites with further processing in Photoshop.
Tools & Technologies:	3ds max, Photoshop, Corona Renderer

Exterior and interior visualisations

Company:	"Shmidt studio"
Duration:	01/2017 – 04/2019
Project Location:	Belarus
Position:	Computer Graphic Artist
Responsibilities:	<ul style="list-style-type: none"> -Production of exterior and interior visualizations. -Post-processing render in photoshop.
Tools & Technologies:	3ds max, Photoshop, Corona Renderer

07/2016 – 01/2017: work as freelancer (3ds max). Portfolio link: <https://www.behance.net/rozhnovsky>

07/2014 – 07/2016: work as an engineer (builder). Develop constructions in metal. Work in Autocad.