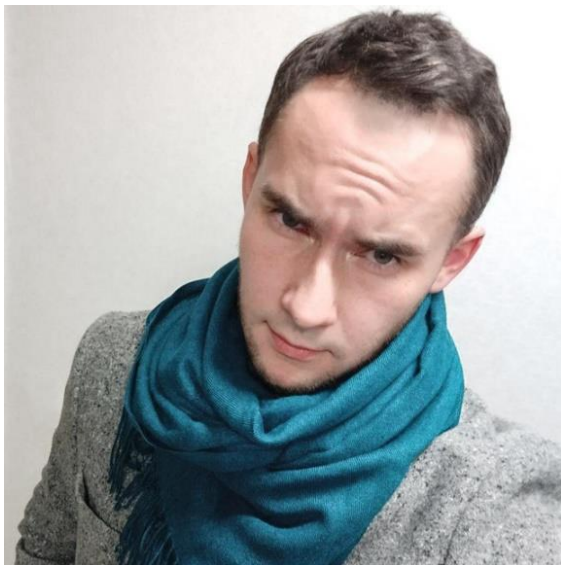


## PERSONAL DATA



<b>Name:</b>	Evgeny Rozhnowsky
<b>Date of Birth:</b>	28/08/1992
<b>Location:</b>	Belarus, Minsk
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<b>Skype:</b>	harryfingerling
<b>LinkedIn:</b>	<a href="https://www.linkedin.com/in/rozhnowsky">https://www.linkedin.com/in/rozhnowsky</a>
<b>GitHub:</b>	<a href="https://github.com/HarryFinger">https://github.com/HarryFinger</a>
<b>Site:</b>	<a href="https://harryfinger.github.io">https://harryfinger.github.io</a>

## 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

- 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

- 2009 – 2014 / Belarusian National Technical University, Builder Faculty/ Industrial and civil construction / Minsk, Belarus

## 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 2<sup>nd</sup> 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

<b>Course name:</b>	Speak Out Intermediate (B1)
<b>Issued:</b>	November 26, 2021
<b>Years of study:</b>	2021
<b>Files:</b>	<a href="https://drive.google.com/file/d/1pRTy_VP6CETDArWyAlZrwO0sr_1iHLHU/view?usp=sharing">https://drive.google.com/file/d/1pRTy_VP6CETDArWyAlZrwO0sr_1iHLHU/view?usp=sharing</a>

## PROFESSIONAL EXPERIENCE

Freelance(Self Employed)	
<b>Duration:</b>	08/2021 – until now
<b>Position:</b>	C++ developer
<b>Responsibilities:</b>	<ul style="list-style-type: none"><li>-Unreal Engine game development with the creation of playable prototypes. Learning the framework, engine architecture. Both C++ for UE5 and blueprints.</li><li>-Learning in C++ development under mentor direction (including STL).</li><li>-SFML with C++ creating games.</li><li>-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.</li></ul>
<b>Tools &amp; Technologies:</b>	C++, Unreal Engine, SFML, STL, Git, Linux

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

**Exterior and interior visualisations**

<b>Company:</b>	"Shmidt studio"
<b>Duration:</b>	01/2017 – 04/2019
<b>Project Location:</b>	Belarus
<b>Position:</b>	Computer Graphic Artist
<b>Responsibilities:</b>	-Production of exterior and interior visualizations. -Post-processing render in photoshop.
<b>Tools &amp; Technologies:</b>	3ds max, Photoshop, Corona Renderer

07/2016 – 01/2017: work as freelancer (3ds max).

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