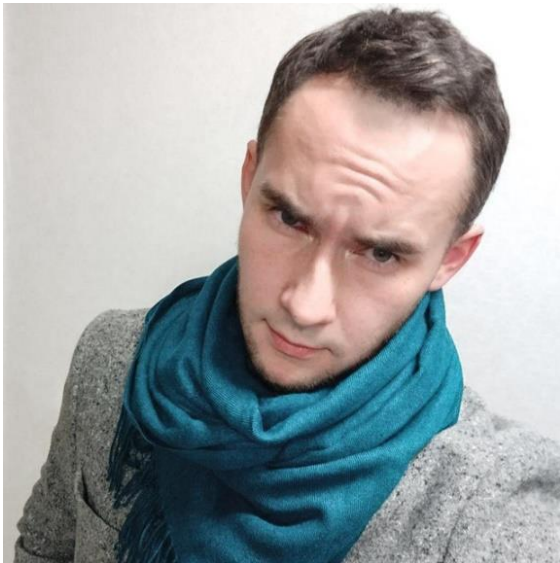


PERSONAL DATA



Name:	Evgeny Rozhnowsky
Date of Birth:	28/08/1992
Location:	Belarus, Minsk
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LinkedIn:	https://www.linkedin.com/in/rozhnowsky
GitHub:	https://github.com/HarryFinger
Site:	https://harryfinger.github.io

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 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

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

PROFESSIONAL EXPERIENCE

Freelance(Self Employed)	
Duration:	08/2021 – until now
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:	-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).

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