PERSONAL DATA

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| **Name:** | Evgeny Rozhnowsky |
| **Date of Birth:** | 28/08/1992 |
| **Location:** | Belarus, Minsk |
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| **GitHub:** | [**https://github.com/HarryFinger**](https://github.com/HarryFinger) |



OBJECTIVE

Desired Position: Junior 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

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| **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> |

PROFESSIOANL EXPERIENCE

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| **Game “Design Masters”** | |
| **Project Industry:** | Game Development |
| **Company:** | “Playgendary” |
| **Project Web Site:** | <https://playgendary.com/ru/games/design-masters> |
| **Project Location:** | Belarus |
| **Duration:** | 04/2019 – 08/2021 |
| **Position:** | Senior 3d Artist |
| **Responsibilities:** | Content for mobile game.  Material creation and 3d modeling. Level design.  Development of new approaches and features in project purposes. |
| **Tools & Technologies:** | 3ds max, Photoshop, Corona Renderer |

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| **Exterior and interior visualisations** | |
| **Project Industry:** | Architectural visualization |
| **Company:** | “Shmidt studio” |
| **Project Location:** | Belarus |
| **Duration:** | 01/2017 – 04/2019 |
| **Position:** | Computer Graphic Artist |
| **Responsibilities:** | Production of exterior and interior visualizations |
| **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.