PERSONAL DATA

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

* 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

* 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> |

EDUCATION

* **Books**: Stolyarov A.V. – [Programming: an introduction to the profession](http://www.stolyarov.info/books/programming_intro/dmk) (three-volume book).
* **Sites**: [cpprefence.com](https://en.cppreference.com/w/Main_Page) (C++ programmer’s online reference), [ravesli.com](https://ravesli.com/) (online book + courses)
* **UE learning**: [A series of courses and tutorials](https://dev.epicgames.com/community/learning?application=unreal_engine) (including official). [UE documentation](https://docs.unrealengine.com/5.0/en-US/whats-new/).
* **YouTube**: [Ilya Meshcherin channel](https://www.youtube.com/channel/UCGlYKd-FR4g0Tp4wF6_wxig) – MIPT C++ course; [SimpleCode channel](https://www.youtube.com/c/SimpleCodeIT/featured) – C++ course;

Krinkin Kirill channel – [Introduction into Computer Architecture and Operating Systems Elements](https://stepik.org/course/253/syllabus) course, [Linux programming](https://stepik.org/course/548/syllabus) course **etc.**

PROFESSIOANL EXPERIENCE

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| **Freelance(Self Employed)** | |
| **Duration:** | 08/2021 – until now |
| **Position:** | C++ developer |
| **Responsibilities:** | -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 С) 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 |

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| **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:** | -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 |

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| **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.