**Aleh Kushniarou**

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Hello. Looking for entry-level developer roles (ready to take on a trainee role). Actively enhancing my development skills by working on a personal 3D rogue-like shooter project and expanding my knowledge along the way. A tremendous amount of gaming experience has given me an understanding of what users want to see in a game and how it should work.

**Work Experience**

**System Administrator**

*OOO «Boho studio», Minsk | 2024 – Present*

Maintain PC software functionality and resolve OS issues, ensuring seamless system performance through proactive support and troubleshooting.

**Engineer of Materials and Technical Supply**

*Institut BELORGSTANKINPROM, Minsk | 2016 – 2023*

Oversaw material procurement for production, driving efficiency with strong organizational skills.

**Freelance Web Developer**

*Self-Employed, Minsk | 2015*

Developed a Joomla CMS website, customizing templates with HTML and CSS.

**Education**

**B.S. Mechanical Engineering**

*BNTU, Minsk | 2012 – 2018*

**Electronics Eng. (Incomplete)**

*BSUIR, Minsk | 1 Year*

**Certifications**

* Unity Game Dev – [Cert](https://www.linkedin.com/feed/update/urn:li:activity:7294752105150513153/)
* Web Dev Bootcamp – [Cert](https://www.udemy.com/certificate/UC-89dd670c-3443-4b67-ab81-ac700e3bc17c/)
* Understanding TypeScript – [Cert](https://www.udemy.com/certificate/UC-61e0cf86-4ca5-4b2c-b8a7-6cefba2b0c6f/)
* React Basics – [Cert](https://www.coursera.org/account/accomplishments/verify/T6RK6WNNN7GC)
* React Advanced – [Cert](https://www.coursera.org/account/accomplishments/verify/XA7QHGSXRJ5P)
* Introduction to Front-End – [Cert](https://www.coursera.org/account/accomplishments/verify/DYK2623K2RF8)
* Version Control – [Cert](https://coursera.org/share/5f97b424d8fbe858269e616f235f25f0)
* JavaScript – [Cert](https://coursera.org/share/ce797b65b849fd5ff4da8b304915e7ce)
* HTML and CSS in depth – [Cert](https://coursera.org/share/03b93fb7f0450de9d88abd92692d869d)

**Game Projects**

***2024 – Present | Unity, C#***

3D rogue-like shooter blending gaming insight with technical skill.

***2023 | Unity, C# –***[***Details***](https://www.linkedin.com/feed/update/urn:li:activity:7240047327590125569/)

Early Unity project showcasing rapid learning.

**Web Development Projects**

**ToDo List App**

[*Demo*](http://todocard.onrender.com/)*|*[*GitHub*](https://github.com/Hellagr/todoJka)

Note-taking app: HTML, CSS, Bootstrap, JavaScript, Node.js, npm, MongoDB.

**Tic-Tac-Toe**

[*Demo*](https://hellagr.github.io/tic-tac-toe/)*|*[*GitHub*](https://github.com/Hellagr/tic-tac-toe)

React-based tic-tac-toe game: HTML, CSS, React (Vite).

**Adaptive Web Page**

[*Demo*](https://hellagr.github.io/3-task-page)*|*[*GitHub*](https://github.com/Hellagr/3-task-page)

Responsive web page: HTML, CSS, React (Vite).

**Note App**

[*Demo*](https://hellagr.github.io/ReactTypescriptNotes/)*|*[*GitHub*](https://github.com/Hellagr/ReactTypescriptNotes)

Note-taking app: HTML, CSS, React, TypeScript, Redux, Material UI, IndexedDB.

**Skills**

Unity, C#

HTML, CSS, JS, TypeScript

React, Node.js

Git

MongoDB, IndexedDB

Bootstrap, Material UI, Redux

**Languages**

* English (B1)
* Russian (Native)
* Belarusian (Native)
* Ukrainian