Ilya Pivavaruk

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Professional Objective

Secure a software development position that will allow me to grow as a software developer, utilizing my professional and object-oriented software development skills.

Technical Proficiencies

Programming Languages:	**(Proficient):** C#, C++. **(Basic Knowledge):** Java, Python, HTML/CSS, MySQL
Software:	.NET Framework, Unity3D, Visual Studio, Office 365
Platforms:	Windows, Linux, Mac OS

Professional Experience

Fortunet Inc, Las Vegas, NV   **September 2022 - Present**
Software Engineer

Full stack engineer, working with .NET, C++, and C# to implement new software features to existing software, bug fixes, and develop new software. Making sure the software is high quality by testing using regression models. Working on solo and group projects.

University of Nevada, Las Vegas (UNLV), Las Vegas, NV   **May 2021 – May 2022**
Augmented Reality Researcher/Engineer

Responsible for conducting research on the latest augmented reality technology. Used C# and Unity3D coupled with AR Foundation libraries to construct an indoor navigation app for both Android and IOS.

Code Central, Las Vegas, NV   **May. to Aug. 2019 – May to Aug. 2020**
Programming Instructor

Tutored students on both a one-on-one basis and in group settings. Instruction was based on students' interests in software development (C++, C#, Python, Java), web development (HTML, CSS, JavaScript), robotics (Raspberry Pi, Arduino), and video game development (Unity with C# and Unreal Engine with C++ and blueprints).

Education

Bachelor of Science in Computer Science (Dean's List recipient with 3.97 GPA)   **Completed May 2022**
University of Nevada, Las Vegas, Las Vegas, NV

Languages

English, fluent
Russian, fluent