Ivan Mykhayliv

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Education

Daniel Webster College/Southern NH University   Nashua/Manchester, NH
Bachelor of Science; GAME PROGRAMMING   2014- 2018

Carleton University, Ottawa, Canada
Concentration: COMPUTER SCIENCE AND BUSINESS   2012-2014

Technical Skills

LANGUAGES: Java, C++, Processing, .NET C#, Python, Windows Batch, PowerShell, HTML, CSS, ASP.NET, Ukrainian, French

SOFTWARE/METHODS: Agile, Scrum, Visual Studio, Team Foundation Server 2013, GIT, Unreal Development Kit (UDK), Unreal 4, Source SDK, Unity Game Development, Adobe Photoshop, Microsoft SQL Server 2008 R2, Blender, MilkShape

Completed Game Projects

CHEX QUEST– Unreal 4 Engine, Blueprint   **2018**
- Developed a full-3D, first-person shooter remake of the 1990's Doom-styled game of the same name
- Game was developed using Unreal 4 Engine and Blueprint and is targeted to be published in STEAM by May 2018
- Specialized in the AI development of the game

CAVERNS OF THE DEEP – Unity Engine   **2017**
- Created a 3D, first-person, underwater action-adventure game where the player collects treasure and fights deadly creatures
- Features multiple levels, including a Boss one
- Specialized in the modularity and Enemy AI of the game

LOCK PICKING GAME– Processing   **2015-2016**
- Designed a 2D in-joke lock picking game, made for Global Game Jam 2016 from the ground up
- Game involved picking locks with different pin heights and target heights that must collide before time runs out
- Developed the design, theming, mechanics, and some of the visuals

Additional Game Projects

Pursuing Sue: Used C# and the **Unity** Engine to develop a single level game during the 2018 during a 48-hour Game Jam   2018

Chess   2016
- Made a text-based chess game with C++, Visual Studio 2013, and GIT, sporting full chess movement verification

Action-Platformer: Designed a 2D action-platformer, complete with a boss fight, melee slashing, and shooting attacks   2016

Unholy Scavenger: Utilized Unity Engine to develop a 2D platformer game   2016

Tower Defense: Created a 2D tower-defense game with entities based off of popular Internet memes, using Unity   2014

WT3F (World Tic-Tac-Toe Federation)   2014
- Developed a 3D, first-person brawler, in which one player, a 3D **O**, has to face off and kill all the enemy **X's**, using Unity

Employment

IT Help Desk Analyst, **LIBERTY MUTUAL-**Dover, NH   October 2018 – Present
- Manage administrative systems for different departments
- Use Remote Access and other tools to solve issues regarding Mainframes, Virtual Machines, Claims Software, Networks, Hardware, Two-Factor Authentication, and Communication systems

Data Integrity Verification Analyst, **FEDERAL AVIATION ADMINISTRATION-**Nashua, NH   October 2017 – August 2018
- Verified the integrity of various FAA facilities' data, using Google Earth and other tools and providing updates in Excel
- Utilized 3D mathematical mapping tools to pinpoint facility data based on the surrounding environment
- Helped update and test FAA mapping tools using Python

Technical Support Assistant and Junior Technical Support Engineer**, ANTUSA-** Acton, MA   May 2016 – August 2016
- Assisted with in-house network maintenance, hardware maintenance, and in-house software support
- Helped with remote desktop access management, application distribution, setup, and end-user support