

Ivan Mykhayliv

19 Kessler Farm Drive, Nashua, New Hampshire, 03063

Cell: **978-496-7333**

ivanmykhayliv@yahoo.com

GitHub: <https://github.com/IvanMykhayliv>

Education

Daniel Webster College/Southern NH University

Bachelor of Science; GAME PROGRAMMING

Nashua/Manchester, NH

Anticipated Graduation: 2018

Carleton University, Ottawa, Canada

Concentration: COMPUTER SCIENCE AND BUSINESS

2012-2014

Skills

LANGUAGES: Java, C++, Processing, .NET C#, Windows Batch, PowerShell, HTML, 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, PowerPoint, Blender, MilkShape

Completed Game Projects

- **Chex Quest**, 2018 – **Unreal 4** Engine, **BlueScript**:
A full-3D, first-person shooter remake of the 1990's Doom-styled game of the same name;
- **Pursuing Sue**, 2018 – **Unity** Engine:
A 3D first-person survival horror game made as part of an SNHU-hosted 48-hour Game Jam;
- **Caverns of the Deep**, 2017 – **Unity** Engine:
A 3D, first-person, underwater action-adventure game where the player must collect treasure while defending themselves against deadly aquatic creatures;
- **Chess**, 2016 - **C++**, **VS2013**, **GIT**:
Windows Console UI application as a prototype with full chess piece movement verification, made from scratch;
- **Action-Platformer**, 2016 - **Unity** Engine:
A 2D action-platformer, complete with a boss fight, melee slashing, and shooting attacks;
- **Unholy Scavenger**, 2016 - **Unity** Engine:
A 2D platformer;
- **Lockpicking Game**, 2015-2016 – **Processing**:
A 2D in-joke lock picking game, made for Global Game Jam 2016 from the ground up;
- **Tower Defense**, 2014 - **Unity** Engine:
A 2D tower-defense game, with entities based off of popular Internet memes;
- **WT3F (World Tic-Tac-Toe Federation)**, 2014 – **Unity** Engine:
A 3D, first-person brawler in which one player, a 3D **O**, has to face off and kill all the enemy **X**'s.

Employment

Federal Aviation Administration, Nashua, New Hampshire

October 2017 – present

- Data Integrity Verification Analyst
- Verify the integrity of various FAA facilities' data, particularly using Google Earth

ANTUSA, Acton, Massachusetts

May 2016 – August 2016

- Technical Support Assistant and Junior Technical Support Engineer
- Assisted with in-house network maintenance, hardware maintenance, and in-house software support