

# Ivan Mykhayliv

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**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

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## Computer Skills

LANGUAGES: Java, C++, Processing, .NET C#, Windows Batch, PowerShell, HTML, ASP.NET  
SOFTWARE/METHODS: Agile, Scrum, Windows, Visual Studio 2013, Visual Studio 2017, Team Foundation Server 2013, GIT, Unreal Development Kit (UDK), Unreal 4, Source SDK, Unity Game Development, Adobe Photoshop, Microsoft Office, Microsoft SQL Server 2008 R2, PowerPoint, Blender, MilkShape, Google Earth

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## Completed Game Projects

- **WT3F (World Tic-Tac-Toe Federation)**, 2014 – **Unity Engine**, **.NET C#**, **VS 2013**, **TFS 2013**: A 3D, first-person brawler in which one player, a 3D **O**, has to face off and kill all the enemy **X**'s;
- **Tower Defense**, 2014 - **Unity Engine**, **.NET C#**, **VS 2013**, **TFS 2013**: A 2D tower-defense game, with entities based off of popular Internet memes;
- **Lockpicking Game**, 2015-2016 – the Engine was made from the ground up, **Processing**: A 2D in-joke lock picking game, made for Global Game Jam 2016;
- **Unholy Scavenger**, 2016 - **Unity Engine**, **.NET C#**, **VS 2013**, **TFS 2013**: A 2D platformer;
- **Action-Platformer**, 2016: **Unity Engine**, **.NET C#**, **VS 2013**, **TFS 2013**: A 2D action-platformer, complete with a boss fight, melee slashing, and shooting attacks;
- **Chess**, 2016 - the Engine was made from the ground up, **C++**, **VS2013**, **GIT**: Windows Console UI application as a prototype with full chess piece movement verification, but without a gaming strategy implementation;
- **Caverns of the Deep**, 2017 – **Unity Engine**, **.NET C#**, **VS 2013**: A 3D, first-person, underwater action-adventure game where the player must collect treasure while defending themselves against deadly aquatic creatures;
- **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**, **.NET C#**, **VS 2013**: A 3D first-person survival horror game made as part of an SNHU-hosted 48-hour Game Jam.

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## Employment

**Federal Aviation Administration**, Nashua, New Hampshire

October 2017 – present

- Data Integrity Verification Analyst
- Verify the integrity of various FAA facilities' data

**FYE**, Nashua, New Hampshire

November 2016 – February 2018

- Sales Associate (Video Games, CD records and DVD Movies)
- Provided Customer Service and Recommendations to customers

**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

## **Language Skills**

- Proficient reading and writing in Ukrainian and French
- Exceptional communication skills; verbal listening, convey ideas in order to visualize them