

# Khilik Egor

Software Engineer,  
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## Education

- Graduated Far Eastern Federal University, Bachelor of oil and gas engineering, 2016-2020. Specialization «Oil and gas transport and storage systems».
- Currently study at ITMO University, Master of software engineering, 2021-2023. Specialization «Computer visualization technologies».
- Also took many courses related to programming, mathematics, and game development on [stepik](#) and [coursera](#).

## Interests

Game development, software architecture design, computer graphic.

## Professional skills

Python, C/C++, C#, OOP, git, Unity, openGL

## Short bio

I was born in the Far East in Russia in 1998. I always liked exact sciences, so when I entered the bachelor's program, I chose an engineering specialization. On my 3rd year bachelor, I started learning the programming language python. Programming became my hobby, and after graduating from the university, I decided to get a master's degree in software engineering. Love to do sports, solve problems, and communicate with people.

## Contacts

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