

ANASTASIYA KRASNOSHAPKA

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Summary

Graduating Computer Science student with a strong foundation in C# development. Proficient in Unity Game Engine with over a year of hands-on experience. Passionate about creating engaging gaming experiences and modern application design. Combines technical expertise with Business Analyst background, offering unique insight into the full development lifecycle. Eager to contribute to Blastworks' innovative gameplay technologies across multiple platforms.

Skills

- Unity
- Blender
- C#, Python, JavaScript, Java
- Version control (Git)
- Docker
- Testing (Robot framework, PyTest)
- PostgreSQL, SQLite, MongoDB
- Jira, Confluence, Trello

Education

Bachelor of Computer Science

Igor Sikorsky Kyiv Polytechnic Institute

Current grade: **93/100**

Relevant coursework:

- Completed Coursework: Multimedia System Software, 2023
C#, Unity, worked with 3D Physics, AI Navigation, UI and scenes navigation, Blender
- Completed Coursework: Software Design Patterns, 2022
C#, Git, implemented several design patterns (Bridge, Builder, Strategy, Observer, State)
- Completed Coursework: Programming, 2021
C#, Git, ASP .NET, SQLite, set up client-server interactions using TCP protocol

Expected in June 2024

Kyiv, Ukraine

Relevant projects

3D platformer 'Lava Floor'

2023

Created a PC game featuring a little girl as a main character who jumps from one piece of furniture to another, trying to avoid touching the floor and getting caught by adults.

Utilized Unity (AI Navigation, scenes navigation, UI elements, 3D physics), C#.

Rubik's cube

2023

Created a game where the player can rotate a 3D Rubik's cube, shuffle it and use an automatic solving feature.

Utilized Unity, C# and an external library Kociemba for implementing automatic solving.

Professional Experience

Business Analyst

Smart IT-Service

June 2020 - March 2021

Dnipro, Ukraine

- Communicated with stakeholders and assisted in requirements elicitation.
- Participated in writing and maintaining project documentation.
- Worked collaboratively on an Agile team and utilized such tools as Jira and Confluence.