ANASTASIIA KRASNOSHAPKA

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Summary

New graduate with 4 years of experience in C# and half a year in developing games with Unity Game Engine. Passionate about learning how to create immersive 3D environments and interactive experiences. Strong background in business analysis, providing a solid understanding of Agile scrum methodology and effective teamwork.

Skills

- Unity (2D/3D physics, UI, Unity Test Framework, VR/XR development)
- C# (4 years of experience)
- Mobile Development: Android (Java, Xamarin)
- 3D Modeling & Animation: Blender
- Version Control: Git
- Project Management: Jira, Confluence
- UI/UX Design: Figma
- Languages: English, Ukrainian (native)

Education

Bachelor of Computer Science (GPA: 93/100)   June 2024

Igor Sikorsky Kyiv Polytechnic Institute   Kyiv, Ukraine

Relevant subjects: Mobile development, Computer Graphics, XR/VR applications, Multimedia System Software, Software Design Patterns.

Relevant courseworks:

- 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 architecture with TCP protocol

Relevant projects

3D platformer 'Lava Floor' ([code](#) | [demonstration video](#))   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 ([code](#) | [demonstration video](#))   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   June 2020 - March 2021

Smart IT-Service   Dnipro, Ukraine

- Communicated with stakeholders and assisted in requirements elicitation.
- Wrote and maintained project documentation using such tools as Jira and Confluence.
- Participated in daily Agile scrum meetings, contributing to sprint planning and progress tracking.