

Nikita Muzychenko

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Education

Florida International University	Miami, FL
<i>Bachelor of Science in Computer Science</i>	<i>Aug. 2025 – Present</i>

Regent's International School Pattaya (IB Diploma)	Pattaya, TH
<i>Higher Level: Computer Science, Math AA, English B</i>	<i>Aug. 2023 – May. 2025</i>

Experience

Team Lead on Hackathon	Oct. 2024
<i>NASA Space Apps Challenge - Exosky</i>	<i>Pattaya, TH</i>
<ul style="list-style-type: none">Coordinated task delegation between programmers, physicists, and designers.Documented technical pipeline and pitched final project to judges.Contributed to graphics engine development of this project.	

Projects

Shader Interface <i>C/C++, OpenGL, GLFW, GLAD, ImGui, FFmpeg, Jira</i>	Aug. 2025 - Present
<ul style="list-style-type: none">Built a custom GLSL shaders editor with a real-time rendering and FFmpeg output.Created diverse options and unlimited number of custom shader inputs.Implemented direct compatibility with ShaderToy website and its shaders.	
2D Engine <i>C/C++, OpenGL, GLFW, GLAD, ImGui, GLSL</i>	Sep. 2025 - Present
<ul style="list-style-type: none">Created a small API for game development with C/C++ and OpenGL.Programmed small game as an example of this API usage.	
MixerGL <i>C/C++, OpenGL, GLFW, GLAD, ImGui, GLSL</i>	Dec. 2024
<ul style="list-style-type: none">Made a 3D modelling software using OpenGL with reference to Blender software.Implemented dockable interface using ImGui branch.Added an export of created models using other small libraries for working with obj files.	
Quiz-Software <i>Java, MySQL, JavaFX API</i>	Mar. 2024
<ul style="list-style-type: none">Wrote a software for students who struggle with syllabus topics using Java.Used MySQL for database storing of users' accounts and quizzes data.Made whole app GIU using JavaFX and SceneBuilder.	

Interests

Real-time rendering / Game engines / Fractal geometry / Shader art / VFX

Technical Skills

Languages: *Java, Python, C/C++, SQL (MySQL), GLSL*

APIs/Libraries: *OpenGL, GLAD, GLFW, ImGui, JavaFX, FFmpeg*

Developer Tools: *Git/GitHub, VS Code, Visual Studio, Xcode, IntelliJ, Premake, Jira*