

Denis Romanenco

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St. Petersburg, Russia

EDUCATION

- **Higher education**

Peter the Great St.Petersburg Polytechnic University (SPbPU), Institute of Computer Science and Technology, School of Cyberphysical Systems and Control
Information systems and technologie
September 2020 - Present

ADDITIONAL COURSES

- **Oracle Academy**

System approach in software development (Java Foundations and Java Programming courses).
September 2022 - May 2023

- **Oracle Academy**

Database Foundations
February 2023 - May 2023

- **Get Git Smart Course: Learn Git in Unity, SourceTree, GitHub**

GameDev.tv
Learned the basics of working with git and GitHub. And also practiced on real projects.
March 2022 - June 2022

- **Data analysis in a digital environment based on the Python programming language**

Higher Engineering School of SPbPU
Learned basics of data analysis using Python and it's libraries.
October 2022 - December 2022

- **Introduction to Java**

VK education
The course is devoted to learning the basics of Java, working with Git, getting acquainted with some testing practices and system design patterns.
March 2023 - May 2023

- **Introduction to UML**

National Open University INTUIT
September 2022 - November 2022

SKILLS

- **Technologies**

Java, Python, C#, Unity, Matlab, Git, SQL, Blender

- **Patterns & Practices**

Object Oriented Programming, Basic Patterns, Calculus Mathematics

- **IDE**

InteliJ IDEA, Visual Code, Anaconda Navigator(jupyter Notebook), Matlab, PyCharm, Apache NetBeans IDE15

- **Languages**

English: Upper-intermediate, Russian: native

AWARDS & RECOGNITION

- **Regional computer science Olympiad**

Awardee
2019, 2018, 2017, 2016

- **Regional physics Olympiad**

Awardee
2019, 2018, 2017

PROJECTS

- **Team project** [Stock exchange simulator based on Unity]

A program for students of 2-3 courses to dive into the basics of stock trading in the form of a stock exchange simulation game.
C#, Unity, git

- **Solo projects** [My GitHub]

Some of the projects I did while studying at the university
Java, C#, Unity, git