**English speaking Courses**

MGI4UA

**The books that I have read:**

1. “Creative Character Design” by Bryan Tillman
2. “Mastering Unity Scripting“ by Alan Thorn

**User Interface Development - Unreal Engine 4**

Virtus Learning Hub

2019

**Blueprint Programming | UE4**

Virtus Learning Hub

2019

2019

**Algorithms and data structures. 1st semester**

Computer Science Center/LECTORIUM

С++

С#

Unity3D

OpenGL

Unreal Engine

English writing

English reading

English speaking

SKILLS

SOCIAL NETWORKS

My name is Artem I'm 18 years old

I'm a game developer

From Ukraine

I am fond of game development. I study Unity3D and C++ for two years. Working with some indie projects.

Since autumn 2018: I am studying the Unreal Engine 4 (C++\Blueprint) and OpenGL (C ++(glfw)). Have a basic knowledge of QA. Always trying to learn something new and useful.

Would like to work on large and interesting projects.

**My cons:**

         Small experience in conversational English

Introvert

**My advantages:**

Try to always finish my work

I do not like to be distracted while working

I like to learn something new

**Experience / Projects:**

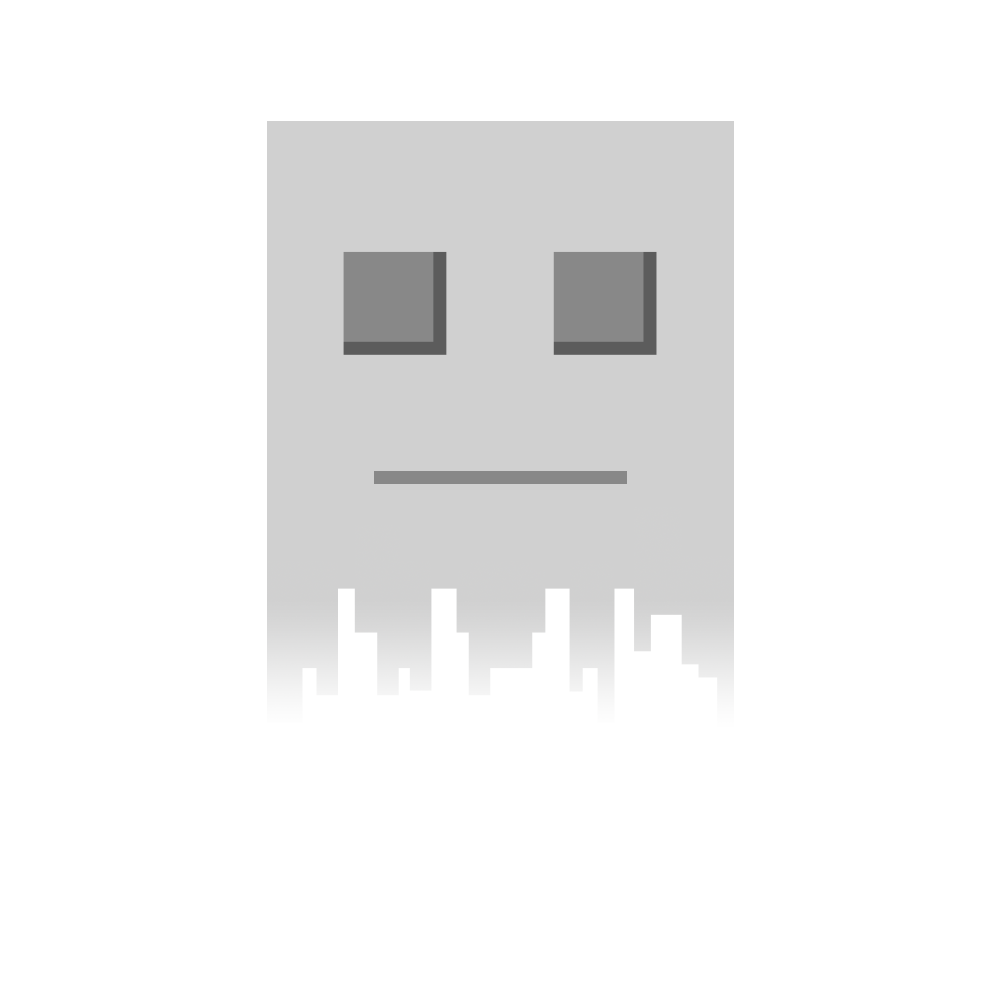
1. **Worldopo**(Lindenvalley GmbH/ December 2018 - current): Unty3D programmer.

**ZTK-ZNTU**

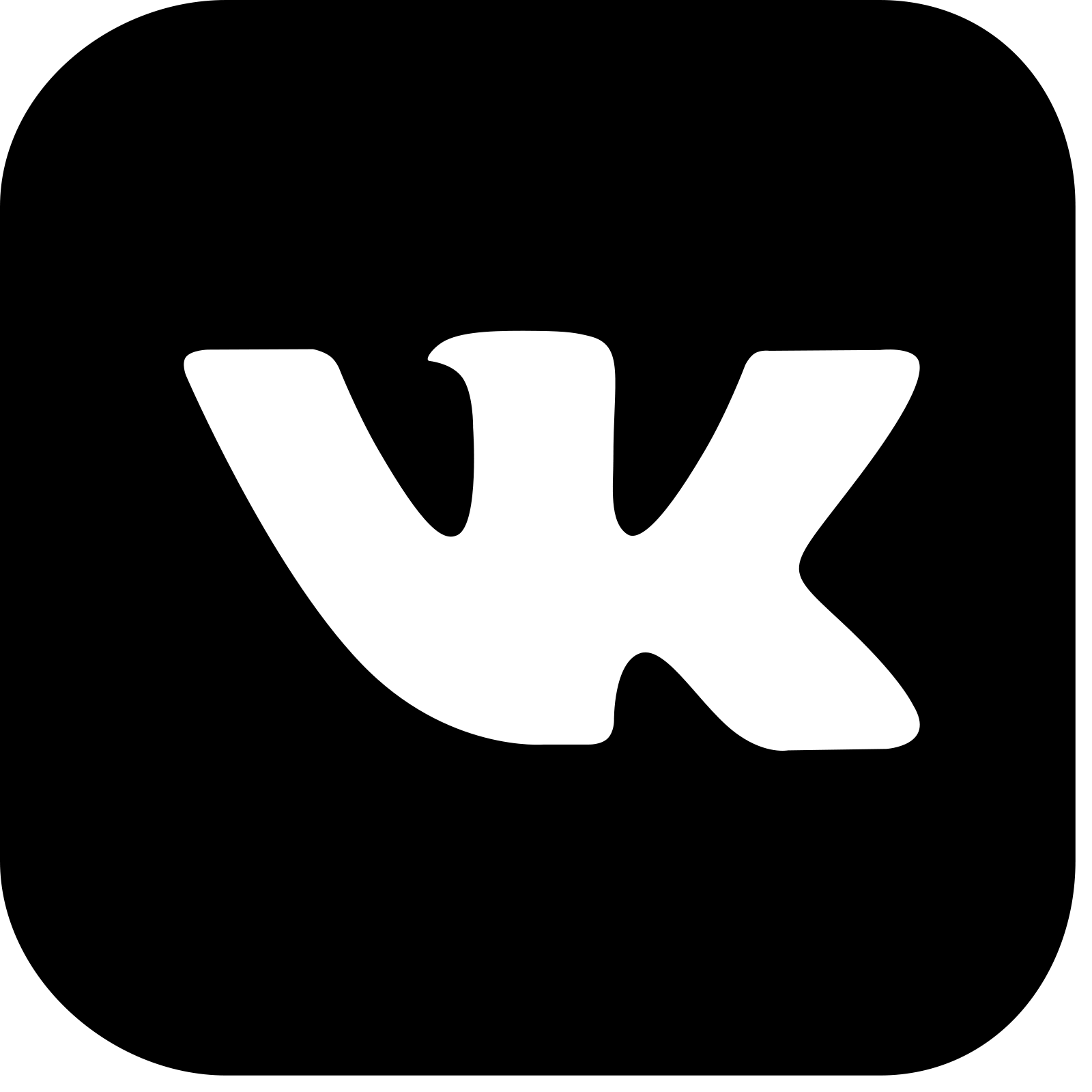
Associate Level / Software Development

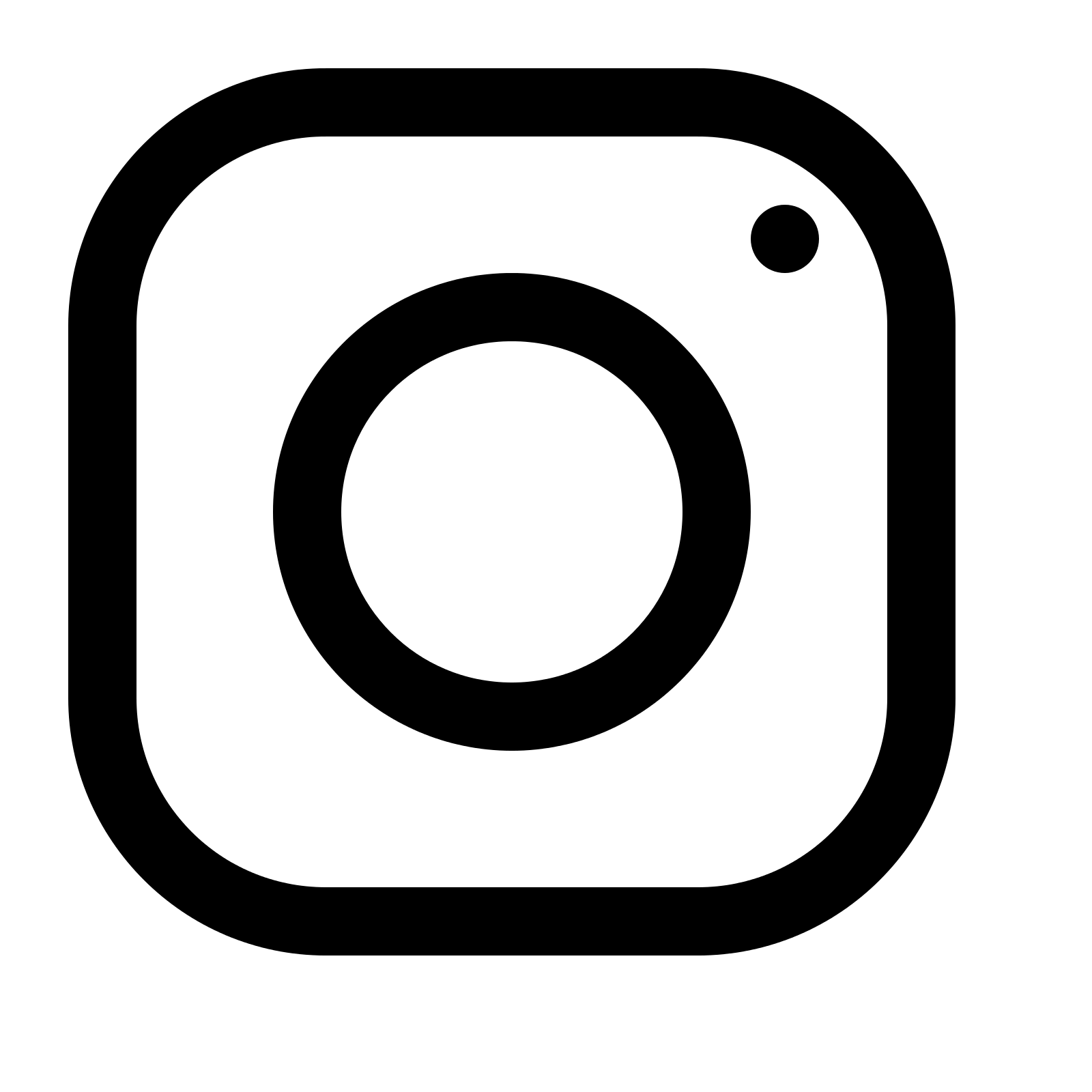
EDUCATION

2016 - 2018

Y/N

telegram.org/natatem00

 vk.com/natatem00

instagram.com/natatem00

uk.linkedin.com/in/your.name

Ukraine, Zaporozhye, st. The fortress 5/50, index: 69002

+380991108743

natatemcraftandotherpresent@gmail.com

<https://www.linkedin.com/in/natatem00/>

HELLO

HOW TO CONTACT ME

COURSES

2018

C ++ / C # PROGRAMMER

ARTEM KOTRUS ANATOLYEVICH

**In-depth programming in C / C ++**

Mail.ru

2019