**Serhii Marchenko**

**Game Programmer**

Email: Serhii5009@gmail.com

LinkedIn: linkedin.com/in/SerhiiMarchenko

GitHub: github.com/Serge5009  
Telegram: @Serhii5009

**Skills**

* Experienced with C#, C++, and Python
* Proficient in software including Unity Game Engine, Blender, Photoshop
* Fluent English speaker, native speaker in Ukrainian and Russian languages
* Passionate about gaming industry and new technologies
* Fast learner with good Problem-Solving skills
* Applied my knowledge in multiple personal projects from C++ console chat to small Unity games
* Familiar with most game genres: RPG, RTS, Competitive Shooters, etc.

**Education  
Game Programming – Diploma**   
St. Lawrence College, ON, Canada *Sep 2020 – Apr 2022*

* Learned wide variety of software used in Game Development: IDEs, Game Engines, Debugging tools, Version Control, 2D and 3D editors, Database managers.
* Acquired deep knowledge about concepts of Programming using C# and C++
* Developed problem-solving skills while independently troubleshooting code
* Studied core Game Programming skills: Graphics on OpenGL, Network programming, OOP, Scripting, algorithms, and data structures.
* Was involved in educational process as tutor and helped professors and other students in free time.
* Collaborated on team projects, developed strong teamwork
* Practiced game-related skills like 2D and 3D assets creation, Game Designing, Web Development, GIT, Databases, and Web Design

**High School**  
Physics and Mathematics Lyceum №208, Kyiv, Ukraine *Sep 2017 – May 2020*

* Gained solid math skills that are required to be a good programmer
* Completed Robotics course and learned basics of scripting for Arduino

**Experience  
Peer Tutor**  
St. Lawrence College *Sep 2021 – Present*

* Tutored for most of courses in my program: Graphics and Network Programming, AI, Game Engines
* Guided other students through previously studied material
* Introduced students to more advanced tools and techniques than ones provided by college
* Helped professors to troubleshoot software issues and code bugs
* Took active part in college-hosted events as a tutor
* Learned a lot from other tutors, professors, and students