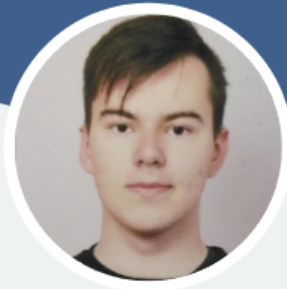


Bogdan Ugryn

Student at Lviv Polytechnic
National University



Personal details



Bogdan Ugryn



Mostiska Lviv



github.com/UgrynBohdan



[linkedin.com/in/bogdan-ugryn-25b6572a8](https://www.linkedin.com/in/bogdan-ugryn-25b6572a8)

Skills

3D Graphics

Graphic Design

Game Development

Python (Programming Language)

Object-Oriented Programming
(OOP)

Data Structures

C++

Python

Java, JavaFX

HTML, CSS, JavaScript, Figma

Profile

I am a student of the information technology field with a great desire for learning and development. My main goal is to study and implement new technologies, acquire practical skills in programming and software development. My technical skills include basic knowledge of Java, C, C++, Python, and SQL. Having completed courses in databases, algorithms and data structures, object-oriented programming, and application programming, I am ready to use this knowledge to implement various projects. Additionally, I have skills in frontend development, including proficiency in Figma, HTML, CSS, and JavaScript.

Projects

StarForge

StarForge is a simple and user-friendly web app with a modern design, built with Figma and powered by React. This project allows users to register or log into their profiles, providing secure access to upload and download their files. Using Firebase for authentication, Firestore for database, and Firebase Storage for file management.

Technologies Used:

1. Figma
2. JavaScript
3. React
4. Firebase

Battle-of-the-Droids-game

A game for two players in which each of them has 3 droids, which have unique types of attacks, can impose effects. The goal of the game is to destroy the opponent's droids.

Game 2048 (Python, C++)

Implementation of the game 2048, where the interface was created using the Python programming language and the pygame library. The game's functionality was implemented using the C++ programming language.

Technologies Used:

1. Python (pygame)
2. C++ (for project logic)

Interface Project (JavaFX, 3D Graphics)

Development of a project using JavaFX to create an interface. Opening windows in different threads with various 3D shapes, images, and videos.

Technologies Used:

1. Java
2. JavaFX