Danil Isaev

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## Executive Summary

* Overall 3 year of work experience
* Game and software development in C++ .
* Proactive and self-motivated team member. Fast-learning and persistent. I am such a person, if you ask me a question to which I do not know the answer, I will answer that I do not know. But I know how to find this answer, and I will find it.
* Ready to move.

### Technical Skills

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| Skill Category | Skill List |
| Programming Languages | C++ , C# , Python |
| Technologies | C++11/14 , STL , Boost , DirectX, WinApi , C++\CX , GLSL / HLSL , WPF , UWP , Cocos2d , Spark , Talisman , XML |
| Operating Systems | Windows 10 |
| Development Tools | Visual Studio , Code::Blocks |
| Version Control | SVN , TFS , Git |

### Foreign Language Skills

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| Language | Written | Spoken |
| English | intermediate | intermediate |

### Education

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| **Institution:** | National Technical University "Kharkov Polytechnic Institute"  (Kharkov, Ukraine). |
| **Date(s) Attended:** | August 2017 - May 2021. |
| **Qualification(s):** | Bachelor of Computer Science(122). |

### Experience

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| **Project:** | Develop software (book readers, archivers, screen recorders, players , face recognition) and First and Third Person Games . |
| **Major Achievements:** | Technology. Developed book readers, archivers, screen recorders , games , face recognition, which determines the age and saves users in the database.  Sport. Multiple winner and champion of Ukraine, European championship finalist in swimming. |

### Professional Experience

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| **Company:** | Resty Applications |
| **Duration:** | May 2018 - May 2019. |
| **Role:** | С++ developer |
| **Responsibilities:** | 1. Implementation of the library and functionality 2. Working with OpenCV 3. Develop 3D printer software 4. Application support 5. Desktop Application Development . |

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| **Company:** | Digital Cloud Technology |
| **Duration:** | May 2019 - May 2020. |
| **Role:** | С++ developer |
| **Responsibilities:** | 1. Develops Mobile Language Software . 2. Working with DirectX/OpenCV . 3. Working with shaders (GLSL / HLSL) , Cocos2d 4. Development of games for Xbox and writing libraries for them. 5. Desktop Application Development . 6. Application support 7. Development of libraries for applications 8. developing UI 9. game resource optimization |

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| |  |  | | --- | --- | | **Company:** | Pipe Studio | | **Duration:** | May 2020 - Jule 2020 . | | **Role:** | С++ developer | | **Responsibilities:** | 1. Programming game mechanics and 2. logic;   2. Programming UI and visual effects;  3. Development of auxiliary tools (level  editors, maps, effects, various  utilities, etc.)  4. Game resource optimization/  Profiling and optimization of the  game by memory and fps; | |

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| **Company:** | Playrix |
| **Duration:** | August 2020 - still working . |
| **Role:** | С++ Game developer |
| **Responsibilities:** | 1.Game  2. Programming UI and visual effects;  3. Development of auxiliary tools (level  editors, maps, effects, various  utilities, etc.)  4. Game resource optimization/  Profiling and optimization of the  game by memory and fps; |