

Viktor Pavuk

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🌐 [LinkedIn](#)

🐙 [GitHub](#)

A self-motivated recent graduate of Concordia University in mathematics & statistics, with strong knowledge of programming, management and finance. Looking for a junior software developer position (or a position with similar amount or more responsibilities) to contribute to the success of the company while also getting hands on experience in the industry

💻 HARD SKILLS

- **C++, C#, Java.** Earned a total of 40 credits from computer science related courses at Concordia. OOP and functional approaches. Data structures. Algorithm design, complexity and analysis. Code debugging and optimization. Practiced and refined skills in multiple minor personal projects. Combined and reused segments from my own and other people's code to solve more complicated problems
- **Git and GitHub, Unity, Visual Studio, Bitbucket, Eclipse**
- Mathematical part of problem solving. Numeric and symbolic computation, optimization. Drastically improved the time complexity of code by optimizing the battle outcome calculation
- Basic knowledge of web development (**HTML, CSS, JavaScript, UI** and design)
- Team management and follow up. Effectively organized and communicated cross-team tasks and ensured their completion. Provided customer support to clients and feedback to employees
- Statistical data analysis. Conducting experiments, calculating deviations, defining statistical significance and outliers, interpreting results and making future predictions using normal distribution
- Microsoft (Word / PPT / Excel), Maple, Mathematica
- Languages: English, French (intermediate), Ukrainian, Russian

👤 EXPERIENCE

05/2018 - 09/2018, 05/2019 - Present **Client Relationship Manager**

7 Etoiles | Moving Company

Handled website maintenance and client-company communication. Created plans and built lasting relationships with clients. Negotiated price and maintained a constant stream of contracts by analyzing demand. Resolved client-company conflicts. Collaborated with internal teams to achieve target goals

PROJECTS

02/2020 **Personal C++ Project**

Reign of the King | DnD-like turn-based game

A simple but well optimized and fully functional console game. Header files for easy navigation and clean code. Map population by randomly generating monsters and weapons on the field until the limit is reached. Weapon damage range and movement using a die roll (1-6), randomized monster health. Basic experience and level mechanics. Experience prerequisite for the final boss and a secret Easter egg

09/2019 **Cooperative C# Project**

Mobile PvP Army-Clash strategy game

Optimization of battle outcome calculation. Transformed armies of players (up to 70,000 units in a single battle) with a dozen of unit types (each with a specific armor and weapon type) into single units with a multiplier to health and damage that would identically correspond to the armies. Post battle, winner's remaining health got converted back to individual units

03/2019 **Personal Java Project**

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SOFT SKILLS

- Problem solving, adaptability, algorithmization, prioritization
- Leadership, team collaboration and independent work
- Quick learner, resourceful, logical, analytical, up for a challenge

EDUCATION

2014 - 2019 **Bachelor of Mathematics and Statistics**, Concordia University, Montreal, Canada

2009 - 2013 **Bachelor of International Economics**, STS University, Kiev, Ukraine

 **INTERESTS** Martial arts (jiu jitsu, boxing), music (guitar), video games, science, technology