

Arseni Novikau

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Projects

OpenSource Projects

- Economical strategy <https://github.com/WhyNovaa/Economical-Strategy>
Desktop economical strategy.
Developed player, factory classes.
Created some UI.
Fixed a lot of bugs.
My contribution:
<https://github.com/WhyNovaa/Economical-Strategy/commits?author=WhyNovaa>
- Achilles <https://github.com/appa-labs/achilles>
Light weight 2D game engine.
Added FPS counter.
Developed player model.
<https://lowlevelbits.org/llvm-based-mutation-testing-system/>
- Minesweeper <https://github.com/WhyNovaa/Minesweeper2.0>
Desktop minesweeper

Technical Skills

- Languages C++(STL, Qt), Python, SQL
VCS Git

Languages

- Russian Native
English B1 - B2

Education

- Nov 2019 - **Software Development**, *Computer Academy "CompAs", Orsha, Belarus*
June 2020

University

- Sep 2023 - **Cybersecurity, Bachelor**, *Belarusian State University*
June 2027

On the Internet

- GitHub <https://github.com/WhyNovaa>
LinkedIn <https://www.linkedin.com/in/whynova/>