

Neroslyk

Maxum

Unity Developer

ABOUT

I am a university student majoring in Computer Science. I don't have much work experience yet, but there are other qualitative advantages. I am very attentive and responsible. At the university, I did various IT projects to order, so I have no problems in working with clients and I do everything right on time. Also, because of this, I learn quickly and can handle any task. At the university I finish the military department, the head of the group.

SKILLS

Experience with Unity C#
Experience with .Net C#
Experience with C++
Experience with Java
Experience with Dart and Flutter
Experience with HTML, CSS, JS
Experience working with Blender
Ability to work with databases
Ability to model in low-poly
Knowledge of SOLID principles
Ability to publish finished projects
The ability to add third-party SDKs to projects
The ability to work in a team
Multitasking
Stress resistance
Attention to detail

CONTACT INFORMATION

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Portfolio: wiziks.github.io

EXPERIENCE

Teacher at an IT school

"IT FRIENDS" | August 2021 – Present time

- Creating a program for learning Unity and WEB
- Teaching material for children according to the created program
- Close teamwork with administrators, other teachers
- Close connection with children and their parents

No-Code Developer

"One Reach" | August 2022 – September 2022

- Creating custom bot solutions for solving real-world problems
- Developing new features and functionality to increase the capacity of OneReach.ai platform
- Participating in estimation and planning sessions of Solution Builders team

Freelancer

"Computer Science" | October 2020 – May 2022

- Create course projects in C++ and C# programming languages, to which relational databases are connected
- Do laboratory work for the specialty "Computer Science" in C#, C++, Java, Flutter
- Create one-page sites
- Develop simple programming languages

EDUCATION

National Technical University of Ukraine

"Kyiv Polytechnic Institute named after Igor Sikorsky"

Bachelor | September 2019 – Present time

Major: 122, computer science

CERTIFICATES

Course "Basics of creating games on Unity"

Term: 2021-2022

Certificate: surl.li/cmfga