Yevgenia Aleksandrovna Minchuk

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EDUCATION

Michigan State University — *East Lansing, MI* Expected Graduation: 05/2025 **GPA: 3.9**
Double major in Computer Science (BS), Games and Interactive Media (BA).

Relevant Coursework: Python, C++ programming, discrete structures, developing games in Unity using C#, 3D animation & graphics, algorithms & data structures, and computer architecture.

EXPERIENCE

Student Athlete Tutor — *Michigan State University, MI* Feb 2024 – Present
- Tutor math and computer science courses at Student-Athlete Support Services (SASS)
- Help students succeed academically through subject based one-on-one mentorship

Learning Assistant MTH101 — *Michigan State University, MI* Aug 2022 – Dec 2022 & Jan 2024 – Present
- Support students' academic success through office hours, grading, and coursework feedback
- Awarded an Excellence in Teaching award by the MSU Department of Mathematics in this position

Learning Assistant MTH103 — *Michigan State University, MI* Aug 2023 – Dec 2023
- Supported students' academic success in College Algebra through leading recitations, tutoring, holding office hours, maintaining records, grading, and proctoring assessments

iD Tech Summer Instructor — *University of Michigan, MI* Jun 2023 – Aug 2023
- Created and taught lesson plans for game design, Python programming, and animation courses
- Developed Python frog road game project using the PyGame library

Course Support Assistant MTH133 — *Michigan State University, MI* Jan 2023 – May 2023
- Helped students stay on track in Calculus II through one-on-one course planning
- Contributed to course analytics and administration

SKILLS

Technical:	Python, C++, C, Assembly, Linux, Blender, Unity
General:	Microsoft Office Suite, Adobe Animate, Photoshop, Fluent in Russian

RELEVANT PROJECTS

Programming:	Programmed various Python and C++ algorithm projects, such as a robot combat simulation in Python
Game Development:	Utilized Unity Engine, Blender, and C# programming to create a variety of games
3D Modeling:	Modeled, rigged, and animated environments and characters in Blender

EXTRACURRICULARS

Ukrainian Student Organization (USO) — *East Lansing, MI* Aug 2021 – Dec 2022
- Graphic designer on executive board, designed digital logo for club merchandise

Squirrel Spotting — *East Lansing, MI* Aug 2023 – Present
- Captain of popular leisure club promoting community building through interaction with squirrels
- Plan activities, contribute to social media presence, host club meetings