SYROTNIK ADRIEN

20 YEARS OLD - IT ENGINEER STUDENT

PERSONAL SUMMARY

Hello, my name is Adrien and I want to work in the video game development as an engineer.
I have carried out different projects using Unity, Unreal Engine and Cocos Creator, and I earned badges on Unity Learn.
In search of a 4-month internship abroad in software or game development field, starting from September 2022

LANGUAGES

French | Native
English | B2

SKILLS

Unity, Unreal Engine, Cocos Creator
C#, C++, C, Python, .NET
Project Management
Design pattern
HTML, CSS, JS, Bootstrap
MySQL, PostgreSQL, MongoDB, Hadoop
Angular, Express, NodeJS, React, Laravel
Unit and e2e Testing
Network Administration
Process Optimization

HOBBIES

Video games, crypto-currencies, ping-pong, piano

CONTACT & LINKS

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Email: adrien.syrotnik@gmail.com
Portfolio: https://syrotnik.online/
LinkedIn: @adriensyrotnik
CodinGame : link
Unity Learn : link
Github: https://github.com/adrien-syrotnik

WORK HISTORY

Internship Front-End Developer

FLEXNETWORK | JAN 2022 - APRIL 2022

- Developed website components using Angular framework
- Performed continuous development using the CI-CD tool on GitLab
- Participated in code reviews with development teams

Internship Full-Stack Developer

ADEE ELECTRONIC | MARCH 2021 - JULY 2021

- Developed a web application for project management
- Migrated database from MySQL to SQLServer
- Write efficient, well-designed code and maintain software documentation

EDUCATION

IT Engineering School

CESI REIMS, FRANCE | 2019 - 2024

Scientific Baccalaureate

HIGH SCHOOL ROOSEVELT REIMS, FRANCE | 2017 - 2019

CERTIFICATES

Unity Junior Programmer
JUNE 2022 - Unity

Unity Essentials Pathway
JUNE 2022 - Unity

CCNA: Introduction to Networks
FEB 2021 - CISCO

The Ultimate Guide to 2D Mobile Game Development with Unity
JAN 2021 - Udemy