Akylzhan Sauranbay

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EDUCATION	**Nazarbayev University, B.Sc** August 2019 - June 2023 Computer Science

TECHNICAL SKILLS
Programming Languages: C/C++, Lua, Python, C#, JavaScript
Game engines and frameworks: Love2D, Unity
Technologies: Linux/Unix, Git, Aseprite, Tiled, Bfxr, OpenGL
Skills: OOP, Data Structures and Algorithms, Game Art, GPGPU

PROJECTS

Isolated Bug, itch.io
Designed the zero-sum game where you as a bug live under the keyboard and the human enemy wants to kill you by randomly pressing keys. Your mission is to survive as much as you can
Using Love2D, Lua, and Aseprite

Path Tracer
Implemented simple brute-force ray tracer by applying linear algebra
Using C++

EXPERIENCE

Head of Game Dev Special Interest Group   2019 - Present
Manage the work of the group: give lectures on game development fundamentals (collision detection, integration of physics, animation, implementation of AI), organize workshops and game jams
Game engines and frameworks: Love2D, Unity, Godot Engine

AWARDS

Infomatrix-2017,   2017
Won bronze prize among 100 participants from 10 countries
International robotics project competition, assembled the robot that follows the line rapidly and precisely
Using Lego Mindstorms EV3

Biology Olympiad   2013 - 2015
Won silver and bronze prizes among the best 50 students of the country

EXTRA-CURRICULAR ACTIVITIES

Google Hash Code   February 2020
Implemented an algorithm to efficiently ship books from different libraries
Place 2979 out of 10724

Nazarbayev University ACM-W Student Chapter   2018 - Present
Organized coding marathons and workshops

Global Game Jam   February 2019
Using Godot Engine and Aseprite Pixel art Editor
Created a prototype of an endless runner game where the main hero is lost in a cave

HackNU, International Hackathon   March 2019
Launched a telegram bot that scrapes sports web-sites
Using Python3 and BeautifulSoup