

Svyatoslav Andreev

Software Engineer & Artist. Minsk, Belarus. June 19, 2006.

Links

+375-29-135-58-29 sicome.a.s@gmail.com astynate.github.io/cv/ github.com/astynate

What Makes me Unique & Gives me Motivation?

I'm a person, who is driven to create stellar products with the best technical and design decisions, that will surprise people and make they're lifes better and happier. I have the both Art & Science skills in a very high level, that helps me solve wide range of problems, look wide in the both ways using creativity & logic. **Read more on my personal website.**

Education

Sep 2020 — Sep 2024	College Diploma, Private College in Minsk	Minsk, Belarus
	<ul style="list-style-type: none">Major: Computer ScienceMinor: 2D and 3D Graphics	

Work Experience

Sep 2024 — Nov 2024	Software Engineer Intern, Itransition Group	Minsk, Belarus
	I've completely created: <ul style="list-style-type: none">Web-Service for creating, filling and editing forms online like Google Forms with the admin panel, amazing adaptive User Interface, High-Efficient Database, 2 Color Themes and 2 Languages supported.Web-Service for storing and editing presentations like Microsoft Powerpoint where every user can see all changes in presentation online.Other 3 Web-Services and Math Application for finding Centroids of ClustersIntegration via API of Itransition Forms with Atlassian Jira and Salesforce.	
	You can read more and watch the video presentations on my presonal website.	

Personal Projects & Teamwork

Sep 2024 — Nov 2024	Founder / SWE / Artist, Instend	Diploma project
	The most important impact of my knowledge in this project: <ul style="list-style-type: none">Easy to add-edit-delete system using FSD and Micro-Service Architecture.Secure authentication system using two JWT following the RFC 7519 standard, along with two-factor authentication. This ensures data integrity even if a token is intercepted.High-efficient database using EF Core, MySQL, indexes and simple relations on a high level of abstraction using model configuration.Unique design of responsive user interfaceUnique functions & strong business reasons for project to exist.	
One month	Leader / SWE / Artist, Avoid The Shadows	College Team Project
	The teacher gave us a task to come up with the idea of the computer game, create the prototype of core mechanics & game design to present. Like in the real world to “hook the investors”. So I’ve come up with the idea and assembled a team. My personal impact: <ul style="list-style-type: none">3D-Models of the lighthouse sceneManagement and planningPlayer’s inventory, core mechanicsDesign of the game interface	

Skills

Programming Languages

C# C++ Dart TS JS Python Java MASM32

Database-related Technologies

MySQL Microsoft SQL Server PostgreSQL Redis EF Core

Soft Skills & Teamwork

Leadership Jira Slack Quickly adaptation

Languages

English (Professional) Belorussian (Native) Russian (Second)

Technologies

Unity 3D Unreal Engine 5 React ASP.NET Flutter Git

Art Related Skills

Blender Photoshop Illustrator Figma Final Cut Pro X

Professional Skills

Object Orientating Programming
Design Patterns System Architecture
Clean Code SOLID DRY REST
Critical Thinking Mathematics