

# Artem Zhvanskyi

## Junior C++ Developer



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## SKILLS

Languages:	English (Intermediate), Russian (Native), Ukrainian (Native); C/C++ (STL, boost, OpenGL, QT), C# (Windows Forms)
DB:	MSSQL, MySQL
OS:	Linux, Windows
Other:	GIT, Trello, TCP/IP, json, algorithms and data structures, multithreading

## PROJECTS

- ▶ Voxel Engine - [link](#)

Now this project is under development. This is a voxel engine on which it is planned to build a game in the future.

- ▶ TCP Server and Client - [link](#)

It's async TCP echo server and TCP client what send message to server.

- ▶ Tool for managing projects and personal tasks – [link](#)

Simple tool for managing projects and personal tasks written in C# with minimum set of functions and data storage in json file.

- ▶ Battle City - [link](#)

This is a PC remake of popular NES game – Battle City (a.k.a. Tank 1990).

- ▶ Render figure - [link](#)

Simple program for rendering and manipulating simple 3d object (point, vector, sphere, cursor) written in C++ with using OpenGL(glut).

- ▶ Console financial manager - [link](#)

Simple financial manager written in C++ CLI with a minimum set of functions and data storage in a database.

## EDUCATION

- ▶ 2017 – 2021 Software Engineering / Junior Specialist / Kiev, Ukraine  
College of Engineering and Management National Aviation University
- ▶ 2016 – 2018 Programing (C++) / Kiev, Ukraine / Certificate - [front side](#), [back side](#)  
Perspectiva – XXI centuries, Programing (C++) / Kiev, Ukraine