PERSONAL DATA

Name:	Artem Zhvanskyi
Date of Birth:	12/09/2001
Location:	Ukraine, Kiev
Mobile:	+380 (93) 066-23-82
E-mail:	artem.zhvan@gmail.com
Skype:	zhvanskie5
LinkedIn:	**www.linkedin.com/in/azhvan**

OBJECTIVE

Desired Position:	Intern/Junior Software Engineer

SUMMARY ABOUT ME

I am programming in C++ since 2017. Now I am developing voxel engine and game.

My strong personal skills include good communication skills, ability to quickly identify problems and develop solutions.

In my spare time I am learning new technologies and way of programming.

TECHNICAL SKILLS

Languages:	C++, C# (basic knowledge), HTML, CSS, PHP (basic knowledge)
API:	OpenGL 3.3
Source control:	GIT
Databases:	MSSQL, MySQL
IDE:	Visual Studio

▸ LANGUAGES

- ▸ English – Intermediate
- ▸ Russian – Native Speaker
- ▸ Ukrainian – Native Speaker

EDUCATION

▸ 2017 – 2021 Software Engineering / Kiev, Ukraine

   College of Engineering and Management National Aviation University

▸ 2016 – 2018 Programing (C++) / Kiev, Ukraine

   Perspectiva – XXI centuries, Programing (C++) / Kiev, Ukraine

COURSES

Course name:	Programing
Issued:	Perspectiva – XXI centuries
Years of study:	09/2016 – 10/2018
Certificate license number:	906
Files:	https://raw.githubusercontent.com/azhvan/azhvan.github.io/master/raw/master/docs/Certificates/Perspectiva(front).jpg https://raw.githubusercontent.com/azhvan/azhvan.github.io/master/raw/master/docs/Certificates/Perspectiva(back).jpg

PROJECTS

Company:	Own project
Project Industry:	GameDev
Project Location:	https://github.com/azhvan/VoxelEngine
Duration:	10/2020 – until today
Description:	It is a voxel engine and game that based used in this voxel engine.
Responsibilities:	▸ User interface prototyping and implementation ▸ Methods prototyping and implementation ▸ Engine prototyping and implementation ▸ Fixing some small bugs ▸ Code review and refactoring
Tools & Technologies:	**Platforms:** Windows 10, OpenGL 3.3 **Tools:** Visual Studio 2019, Git **Languages & Technologies:** C++, OpenGL 3.3, GLFW, GLAD

Company:	Own project
Project Industry:	Graphic render
Project Location:	https://github.com/azhvan/OpenGL-render-figure
Duration:	08/2020 – 09/2020
Description:	The program was created to render simple figure. My project has three figures. It is a vector, a cursor and a sphere. These figures have a common base class "Point". Some methods were implemented over these figures. Some of these methods are common to all figures. Among this group, the rotation of the figure around the axis, moving along a certain axis and resizing. There is also a method for specifying figures but it is common only for the base class and vector
Responsibilities:	‣ User interface prototyping and implementation ‣ Methods prototyping and implementation ‣ Fixing some small bugs ‣ Code review and refactoring
Tools & Technologies:	**Platforms:** Windows 10, OpenGL **Tools:** Visual Studio 2019, Git **Languages & Technologies:** C++, OpenGL, glut