



<b>Name:</b>	Artem Zhvanskyi
<b>Desired Position:</b>	Junior C++ Developer
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## TECHNICAL SKILLS

Languages: C++, C#, Java(basic knowledge)

API: OpenGL 3.3, Windows Forms

VCS: GIT

Databases: MSSQL, MySQL

IDE: Visual Studio, Code::Blocks, QT Creator

OS: Windows, Linux

Other: Trello, HTML, CSS, PHP(basic knowledge)

## PROJECTS

- ▶ 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.

- ▶ Battle City - [link](#)

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

- ▶ 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.

## LANGUAGES

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

## 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