PERSONAL DATA

Name:	Artem Zhvanskyi
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OBJECTIVE

Desired Position:	Intern/Junior Software Engineer

SUMMARY ABOUT ME

I am programming in C++ since 2017. Now I am learning OpenGL.

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
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 AND PROJECTS

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

Company:	Own project
Project Industry:	Graphic render
Project Location:	https://github.com/azhvan/OpenGL-render-figure
Duration:	08/2020 – until today
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