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| **Name:** | Artem Zhvanskyi |
| **Desired Position:** | Junior C++ Developer |
| **Date of Birth:** | 12/09/2001 |
| **Location:** | Ukraine, Kiev |
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TECHNICAL SKILLS

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| Languages: | C++, C#, Java(basic knowledge), HTML, CSS, PHP |
| API: | OpenGL 3.3 |
| Source control: | GIT |
| Databases: | MSSQL, MySQL |
| IDE: | Visual Studio, Code::Blocks, QT Creator |
| Other: | Trello, Scrum |

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](https://raw.githubusercontent.com/azhvan/azhvan.github.io/master/raw/master/docs/Certificates/Perspectiva(front).jpg), [back side](https://raw.githubusercontent.com/azhvan/azhvan.github.io/master/raw/master/docs/Certificates/Perspectiva(back).jpg)

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

PROJECTS

* Render figure - [link](https://github.com/azhvan/OpenGL-render-figure)

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

* Console financial manager - [link](https://github.com/azhvan/FinancialManager)

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

* Voxel Engine - [link](https://github.com/azhvan/VoxelEngine)

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