Artem Zhvanskyi

Junior C++ Developer

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| **Location:** | Ukraine, Kyiv |
| **Phone:** | +380 (93) 066-23-82 |
| **E-mail:** | [artem.zhvan@gmail.com](mailto:artem.zhvan@gmail.com) |
| **Telegram:** | [t.me/artem\_zhvan](https://t.me/artem_zhvan) |
| **LinkedIn** | [linkedin.com/in/azhvan](https://www.linkedin.com/in/azhvan/) |



SKILLS

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| 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](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.

* TCP Server and Client - [link](https://github.com/azhvan/TCP)

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

* Tool for managing projects and personal tasks **–** [link](https://github.com/azhvan/Automated_Control_Information_System_Projects)

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](https://github.com/azhvan/BattleCity)

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

* 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.

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