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| **Name:** | Artem Zhvanskyi |
| **Desired Position:** | Junior C++ Developer |
| **Location:** | Ukraine, Kiev |
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TECHNICAL SKILLS

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| Languages: | C++ (STL, OpenGL 3.3), C# (Windows Forms) |
| Databases: | MSSQL, MySQL |
| IDE: | Visual Studio, Code::Blocks, QT Creator |
| Other: | GIT, Trello |

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.

* 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.

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