PERSONAL DATA

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| **Name:** | Artem Zhvanskyi |
| **Date of Birth:** | 12/09/2001 |
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OBJECTIVE

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| **Desired Position:** | Intern/Junior Software Engineer |

SUMMARY OF QUALIFICATION

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| I am working with C++ starting from the **end of 2017**.  My current stack of technologies is: **C++,** **MSSQL.** |

TECHNICAL SKILLS

* C++, OpenGL with glut (basic knowledge), QT (basic knowledge), C# (basic knowledge)
* console applications, Windows Forms, OpenGL
* MySQL, MSSQL
* HTML, CSS, PHP (basic knowledge)
* GitHub
* Visual Studio, GitHub Desktop

RELEVANT EXPERIENCE

* Communication with the customer
* Projects and features development
* Code review and refactoring skills
* LANGUAGES
* English – Pre-Intermediate
* Russian – Native Speaker
* Ukrainian – Native Speaker

EDUCATION

* 2017 – 2021 /College of Engineering and Management National Aviation University, Software Engineering / Kiev, Ukraine
* 2016 – 2018 /Perspectiva – XXI centuries, Programing (C++) / Kiev, Ukraine

SEVERAL FACTS ABOUT ME

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| I prefer a healthy lifestyle like traveling, biking, jogging and so on.  In my spare time I am learning new technologies and way of programming.  Now I am learning OpenGL.  I am interested in graph theory, the natural sciences and sci fiction literature.  I am free of the bad habits.  I can find the optimal way from difficult situation by myself in short time period.  Maybe I don`t know something, but I am ready to learn it quickly. |

COURSES AND CERTIFICATES

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| |  |  | | --- | --- | | **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> | |

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| Render simple figure | |
| **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, GitHub  **Languages & Technologies:** C++, OpenGL, glut |