PERSONAL DATA

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| **Name:** | Artem Zhvanskyi |
| **Date of Birth:** | 12/09/2001 |
| **Location:** | Ukraine, Kiev |
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OBJECTIVE

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

SUMMARY ABOUT ME

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| I am programming in C++ since 2017. Now I am developing voxel engine and game.  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

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| --- | --- |
| Languages: | C++, C# (basic knowledge), HTML, CSS, PHP (basic knowledge) |
| API: | OpenGL 3.3 |
| 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

|  |  |  |  |  |  |  |  |  |  |  |
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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> | |

PROJECTS

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| --- | --- |
| **Company:** | Own project |
| **Project Industry:** | GameDev |
| **Project Location:** | <https://github.com/azhvan/VoxelEngine> |
| **Duration:** | 10/2020 – until today |
| **Description:** | It is a voxel engine and game that based used in this voxel engine. |
| **Responsibilities:** | * User interface prototyping and implementation * Methods prototyping and implementation * Engine prototyping and implementation * Fixing some small bugs * Code review and refactoring |
| **Tools & Technologies:** | **Platforms:** Windows 10, OpenGL 3.3  **Tools:** Visual Studio 2019, Git  **Languages & Technologies:** C++, OpenGL 3.3, GLFW, GLAD |

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| --- | --- |
| **Company:** | Own project |
| **Project Industry:** | Graphic render |
| **Project Location:** | <https://github.com/azhvan/OpenGL-render-figure> |
| **Duration:** | 08/2020 – 09/2020 |
| **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 |