

Dmytro Sarzhovskyi

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My website: <https://notorious1dev.github.io/portfolio/>

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SUMMARY

Motivated second-year Applied Computer Science student with a passion for game development, multimedia design, and software engineering. A fast learner with a strong work ethic, eager to contribute technical skills, creativity, and problem-solving abilities in a dynamic internship or entry-level role within the tech industry. Committed to working hard to gain valuable experience in the field. **Open to on-site, hybrid, or remote opportunities.**

EDUCATION

COLLEGE OF ECONIMICS AND COMPUTER SCIENCE, CRACOW (*October 2023 - March 2027*)

Bachelor of Applied Computer Science (concentration: Computer Games and Multimedia)

PROFESSIONAL EXPERIENCE AND OWN PROJECTS

Project: Shrek Platformer

A simple 3D platformer with Shrek as the main character. The main goal is to navigate a path with obstacles. This project includes three types of obstacles: a spinning cylinder with spikes, a hammer, and spinning blades.

Gameplay: <https://www.youtube.com/watch?v=5WRJO9A8Y6k>

Project: Password Manager

Built a robust password management tool with features like password generation and secure storage. Focused on usability and security, incorporating encryption techniques for user data protection.

Link: <https://github.com/notorious1dev/PasswordManager>

Project: Encrypting Algorithms Application

Developed a secure encrypting algorithm application to enhance data privacy and integrity. Utilized C# programming and incorporated principles of cryptography to create an intuitive user interface.

Link: <https://github.com/notorious1dev/EncryptionApplication>

SKILLS

- Programming Languages: C#
- Operating Systems: Linux Fundamentals
- Clouds: Azure Fundamentals
- Version Control: Git
- Game Engines: Unity
- Graphic Design: Adobe Photoshop, Blender
- Familiar with: Jira, Notion

LANGUAGES

English Language (B2)
Polish Language (C1)
Ukrainian Language (C2)
Russian Language (C2)

MY LINKS

[GitHub](#) [LinkedIn](#) [Website](#)

I agree to the processing of personal data provided in this document for realizing the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).