

DENIS LADYCHENKO

136 Riverpark Way, Sevierville, TN 37862 | C: 6788990093 | dsladychenko@gmail.com

GitHub: <https://github.com/denisladychenko>

LinkedIn: [linkedin.com/in/denis-ladychenko-6a2252140](https://www.linkedin.com/in/denis-ladychenko-6a2252140)

PROFESSIONAL SUMMARY

Highly motivated and enthusiastic software developer. Develop well written, reusable, clean code. Good understanding of software design and architecture best practices. Strong math, problem solving and algorithms skills. Constantly learning new technologies and attend various IT trainings.

TECHNICAL SKILLS

Programming languages:

Fluent: Java, Javascript.

Others: HTML, CSS, C++, SQL.

Frameworks: React.js, Node.js, Express.js, jQuery, Bootstrap,

Databases: PostgreSQL, MongoDB

Tools: Eclipse, Visual Studio, Visual Studio Code, GitHub.

Operating Systems: Windows.

EDUCATION

Arizona State University

08/18 – 12/21

BS Software Engineering

GPA: 4.0

Walters State Community College

01/16 – 12/18

AAS Computer Information Technology: Programming

GPA: 3.7

Leslie LeDuc scholarship awardee

EXPERIENCE

- **Java:** 2 years
- **C++:** 2 years
- **JavaScript:** 1 year

PROJECTS

August, 2019

1. "Connect4 game" a network based game application

*Allows user to play a Connect4 game locally or across the Network.

*Allows user to play against another player or against a computer.

*Allows user to play using graphical user interface or console based interface.

Accomplishments:

- Developed a game engine.
- Implemented network communication with Sockets and Multi-Threading.
- Implemented GUI using JavaFX library.
- Implemented JUnit test cases to test the program.

Technologies used:

- Java
- JavaFX
- JUnit

<https://github.com/denisladychenko/Connect4-game>

December, 2018

2. “Snake Game” a mobile game application

- *Allows user to play a snake game.
- *Allows user to store his/her score in the database.
- *Allows user to save the state of the game in the database.

Accomplishments:

- Developed a game engine.
- Implemented communication with a database.
- Implemented GUI

Technologies used:

- Android Studio
- Java
- SQLite

https://github.com/denisladychenko/Snake_Game

January, 2018

3. “PiZZeria” A Point of Sale application.

- *Allows user to create his or her own custom menu of products.
- *Allows user to create orders, print tickets, and store orders in database.
- *Allows user to create sales reports.
- *Supports concurrency (to be used on multiple terminals)

Accomplishments:

- Developed GUI using Java Swing library
- Implemented a menu creation tool that allows user for creation his or her own custom menu.

- Implemented the PostgreSQL support for storing data in and retrieving from database.

Technologies used:

- Java
- Swing
- PostgreSQL

https://github.com/denisladychenko/PiZZeria_Application.git

ADDITIONAL TRAINING

stepik.org

C++ course

stepik.org

Discrete Mathematics

Udemy.com

PostgreSQL course

edX.org

C programming for Linux

Udemy.com

Web Development Bootcamp

REFERENCES

Treyton Williams	college instructor/adviser	423-585-2659
Jama Spicer-Sutton	college instructor/dean	865-774-5805