Andrey Shtukenberg

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EDUCATION

New York City Hunter College CUNY   New York, NY
Bachelor of Arts in Computer Science   Expected: May 2020
Relevant coursework:
Data Structures and Algorithms, Discrete Structures, Computer Architecture, Computer Theory

TECHNICAL SKILLS

Programming Languages: C++, C#, SQL, HTML, CSS, Python, Java, JavaScript, Bash
Technologies: Xcode, Visual Studio, Git/GitHub
Operating Systems: Mac OS X, Linux, Windows, iOS, Android

PROJECTS

The Plain Plane (C#)   2018
- Currently has a fully developed demo portion of the game, showing off different kind of mechanics of the game.
- Built from scratch - all assets were made by me, including scripts for the game

Easy Grade (C#)   2018
- Grading website, that allows teachers to view grades posted by graders
- Uses SQL database to manage users and their access level
- Spreadsheets for grades, for different days, for different classes, updated as filled

Vyce (CUNY Baruch Hackathon 2018) (Java)   Aug 2017 – Sep 2017
- Implemented an android application that helps smokers monitor how many cigarettes they smoke per day using Android studio
- Developed a smoke cigarette button and connected back-end functionality using premade Android Studio buttons and Java
- Created an emergency call button that dials a smoker help hotline through the user's phone by altering the project's AndroidManifest.xml file

EXPERIENCE

Hunter College: New York, NY
Undergraduate Teacher Assistant/Tutor   August 2018 - Present
- Help ~20 students on a weekly basis with computer science problems
- Can resolve student issues within 20 minutes time

CUNY Hackathon: New York, NY
Participant   March 2018
- Participated in the 2018 CUNY Hackathon
- Was the main front-end developer.

School Plus on Manhattan: New York, NY
Developer   September 2016 - May 2018
- Wrote code for the server side of a company website for prototyping
- Tested working website for security issues and bugs