






Yurii Nakonechnyi

Junior C++ Developer

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OBJECTIVE

To obtain a position of junior c++ developer, that matches my skills, and utilize the qualifications I've obtained in university.

SKILLS

Strong skills in:

Languages: C/C++11, [GLSL](#), Java
Tech: OOP, OpenGL, Upd/Tcp
Libraries: STL, Qt, [Glm](#), [Asio](#), [SFML](#), [SDL](#), [GLFW](#)
Tools: Qt Creator, Gcc, Git, Doxygen, IntelliJ Idea
OS: Linux, Windows, Android

Familiar with:

Languages: Python, Lua, JavaScript, Rust, Go, HTML, CSS
Tech: [JNI](#), [NDK](#), SQL
Libraries: [Boost](#)
Tools: MatLab

EXPERIENCE

Well... no 'production experience' at the moment, but your company can be here :)

EDUCATION

National Aviation University – Kiev, Ukraine
Master's degree in Systems programming
September 2015 – June 2016

National Aviation University – Kiev, Ukraine
Bachelor's degree in Computer Engineering
September 2011 – June 2015

LANGUAGES

Ukrainian – Native
Russian – Native
English – Pre-Intermediate

INTERESTS

IT, gamedev, graphics programming, procedural generation, VR, voxels, generative art