IVAN KONDRATEV

Moscow, Russia

GitHub / kondratev.cooperation@gmail.com
+7 (963) 960-44-45 / Telegram

EXPERIENCE

FREELANCE   12/2019 – 05/2020

Remote // Junior Programmer

- Performing various types of programming work for students in schools, colleges and universities
- Stack: C#, WPF, WF, Java, VBA

PROJECTS

GAME PROTOTYPES

Traffic Control

The game takes place on a fictional section of road. The goal - to control the speed limit of the road. The player acts as a stop indicator for cars.

2,5D Racing

Car control in drift mode or driving on the track.

Test of knowledge of ancient Egypt

A game where you, playing as a heroine, must go through the map and answer questions about ancient Egypt, interacting with statues and pyramids.

GAME PROTOTYPES FOR HACKATON

expSphere: as part of the competition for the most replayable game mechanics
expSphere (expanding sphere) - a game in which you need to guess the size of the hole, and, maximizing the sphere as accurately as possible, go into it.

APPLICATIONS

Client-server application "Children's Football League"

Application for storing and changing data of children's football league.

Turbo Style

Application for creating and managing requests for car tuning.

EDUCATION

COLLEGE OF SPACE ENGINEERING AND   2016 - 2020
TECHNOLOGY (KKMT) - Programming in computer systems (09.02.03)

Graduated with red diploma.

COURSES

uLearn: C # programming basics
Codewars: solved a number of tasks of the 6kyu level
Stepik: "C # programming basics", "Algorithms: theory and practice. Methods", "Algorithms: theory and practice. Data structures"

SKILLS

Languages	C#, SQL
Frameworks	NET, Unity Framework
Other skills	git, Trello, Blender, Toggl