

## 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.

#### Client-server application "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