|  |  |
| --- | --- |
| IVAN KONDRATEV | [GitHub](https://github.com/ivan-kondratev) / kondratev.cooperation@gmail.com |
| Moscow, Russia | +7 (963) 960-44-45 / [Telegram](https://t.me/kondratev_15) |

## 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](https://dtf.ru/hackathon/82169-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** | С#, SQL |
| **Frameworks** | NET, Unity Framework |
| **Other skills** | git, Trello, Blender, Toggl |