Technical Skills

Programming Languages

- **Experienced:** C#, Python
- **Proficient:** C++, HTML, CSS, SQL, PHP
- **Familiar:** Java, JavaScript, TypeScript, C, Google Script, assembly

Frameworks and Technologies

- **Web Development Frameworks:**
    - **Experienced:** .NET Core, Blazor, Razor, MAUI, MudBlazor
    - **Proficient:** Angular
    - **Familiar:** Flask

- **Machine Learning Frameworks and Tools:**
    - **Familiar:** FastAI, PyTorch, TensorFlow, Scikit, Jupyter Notebooks, Paperspace Gradient

- **DevOps and Containerization:**
    - **Experienced:** Azure DevOps
    - **Proficient:** CI/CD pipeline implementation
    - **Familiar:** Docker, Docker Compose

- **Data Analysis and Visualization:**
    - **Familiar:** Pandas, NumPy, Matplotlib, Seaborn

Databases and Data Management

- **Proficient:** MongoDB, SQL databases (e.g., MySQL, SQL Server)
- **Familiar:** ElasticSearch

Cloud Services and DevOps

- **Experienced:** Azure DevOps, Portal, Storage, App services and VMs
- **Proficient:** Azure Resource Management, CI/CD pipeline implementation
- **Familiar:** Docker, Docker Compose, Azure Media Services

Software and Tools

- **Version Control:**
    - **Experienced:** with Git (Azure DevOps, GitHub)
    - **Familiar:** with SVN

- **3D Graphics and Modeling:**
    - **Experienced:** Blender 3D, Unreal Engine 4, Unity 3D
    - **Proficient:** Substance Painter, Substance Designer, SketchUp, V*Ray
    - **Familiar:** Houdini, SolidWorks CAD, ArchiCAD, CATIA, Fusion 360

- **Adobe Creative Suite:**
    - Experienced with Adobe Photoshop and Adobe Lightroom

Creative Design and Game Development

- 2D/3D asset creation
- UI/UX design for web and applications
- Visual storytelling and game design
- VFX, shaders, and procedural/parametric modeling
- Experience with game development and engine customization in Unity 3D and Unreal Engine 4
- 3D modeling, texturing, lighting, and rendering
- Animation and physics simulation
- Architectural visualization and development of interactive demos