**Sheretov Mark**

***Personal Contacts***

Date of Birth: 05.06.2001

Address: Professor Dedyukin street 18, Perm, Perm Krai, 614013

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Gender: male

Marital status: single

Job Position: Game Engine Software Engineer

***Career objective***

Hard-working Engineer with 4 years of experience and a proven knowledge of computer and game engine engineering. I wish you to work in your team on interesting tasks and solve complex problems.

***Education***

Perm National Research Polytechnical University

*2019 – 2023* Electrical Engineering Faculty

Bachelor Degree in Software Engineering

***Experience***

*Worked on three open source game engines such as: Torque 2d/3d, Godot, Gameplay 3d. Single-made indie-game “Audio Soul”, Commits in MonoGame.*

***Qualifications and skills***

* Deep knowledge of computer sound and procedurally generated music.
* Development of game AI.

***Personal Qualities***

* High motivation
* Analytical skills
* Communication skills
* Responsibility
* Problem-solving skills

***Additional skills/info***

* Familiar with C#, C++, CSound, OpenAI, Game Design principles
* Interests: Music, Fishing, Hunting
* Wishes: Remote employment.