

Mariia Kuratchenko

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JUNIOR DEVELOPER

2D/3D ASSETS INTEGRATION | UX/UI DESIGN | PROJECT MANAGEMENT

- Quick-learning Software Engineering Technology student who specializes in game programming, with applied experience in game development, database management, and interface design
- Skilled in 2D/3D asset integration, including creating and applying models, animations, and prefabs
- Collaborative team member, known for patient communication and adding to positive group dynamics
- Multilingual in English, Ukrainian, and Russian, with an ability to explain technical ideas quickly and effectively to diverse audiences

TECHNICAL SKILLS

Programming:	C#, C++, HTML/CSS, Python, SQL, JavaScript, Java
Development Tools:	Git/GitHub, Visual Studio, Visual Studio Code, Eclipse
Industry Tools:	Unity, Blender, Gimp, Tiled, TexturePacker
Operating Systems:	Unix, Linux, Windows
Frameworks & Libraries:	Node.js, Django, React, Express, Angular

EDUCATION

Game Programming (Co-op) Advanced Diploma	Sept. 2024 - Present
Centennial College, Toronto, ON	GPA: 4.0/4.5 (A)

- *Relevant Courses:* Java Programming | Web Application Development | Software System Design | C# Programming | Client-Side Web Development | Software Requirements | Assets for Game Developers | Unix/Linux Operating Systems | Web Interface Design | Intro to Game & Simulation

SELECT ACADEMIC PROJECTS

Game Project – Chasing Luck

- Developed a side-scrolling beat 'em up game in C# using Unity and assets from the Unity Asset Store
- Implemented a player control, collision detection, and randomized player ability system, giving players different weapons to enhance the playability across multiple levels with enemies and bosses
- Solo project demonstrating game mechanics design and problem-solving skills

Web Game – Bug Catcher

- Developed a browser-based game using HTML, CSS, and JavaScript in Visual Studio Code. Gameplay is based on a moving bug object on screen, which the player catches to score points, adding an interactive detail that makes the bug move faster with every point you score
- Created a visually pleasing interface with user-friendly UI buttons to reset score and game speed

Movie Rental System – SQL

- Collaborated on developing a movie rental database that allows employees to track rentals, handle payments, and enforce age restrictions for child safety
- The project focuses on the design of a structured database and the development of SQL queries to perform key operations

Community Engagement

Volunteer

Apr. 2022 – Jun. 2022

Externato de Penafirme School, Portugal

- Assisted teacher in providing accessibility for refugee students by translating learning material from English into their local language
- Tutored younger students based on the material while learning alongside them
- Supervised children during lunch and breaks, providing play activities