**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