MAKSYM PIDLUZHNYI
Web Developer

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SUMMARY

I am looking for the international internship in web development. I have a broad outlook and experience with different technologies and exhibition activities.

I consider my strength as the ability to learn quickly and to find more efficient solutions to the required tasks.

EXPERIENCE

Student Researcher
HTW Berlin   📅 2023 - Present   📍 Berlin, GER
- Working on imersive technologies within the IDiA project with leading university professors.
- Assist with technical counseling for students.
- Technologies: Unity, Netcode for Unity, XR Interaction Toolkit.

Barkeeper
Villa Tomasa   📅 2022 - Present   📍 Berlin, GER
- Working in a team and optimizing work processes for maximum efficiency.
- Communicating with customers to provide the best possible level of service.

Technical Support
Order Smart   📅 2021 - 2022   📍 Berlin, GER
- Customer service by phone.
- Solving problems associated with faulty software as well as hardware.
- Work in CRM systems and ticket services, as well as content processing in the CSM backend.

ACHIEVEMENTS

💡 **ARS Electronica Festival**
Participating in the festival in 2023 with an installation "Tactile Musical Interfaces".

🏆 **Deutscher Multimediapreis 21**
Finalists of the competition Deutscher Multimediapreis.

LANGUAGES

German	Proficient	●●●●○
English	Advanced	●●●○○
Russian	Native	●●●●●
Ukrainian	Native	●●●●●

EDUCATION

B.S. International Media and Computing
University of Applied Science Berlin
📅 2023 - Present

B.S. Electrotechnics
National Technical University Cherson
📅 2015 - 2017

TECH STACK

HTML   CSS   Javascript   GIT   React   Java   Unity

PROJECTS

Tactile music interfaces
🔗 https://ars.electronica.art/who-owns-the-truth/en/tactile-music-interfaces/

The interactive application was developed with the aim of providing inclusive access for blind and visually impaired people and was created in cooperation with the Museum of Musical Instruments (MiM) in Berlin. The three musical interfaces are each inspired by historical musical instruments in their functionality and appearance. These are the hurdy-gurdy, the clavichord and the shelf. By touching or pressing these tactile interfaces, the samples of the respective exhibits produce sound and encourage visitors to make music.

Technologies: Arduino microcontrollers (C++), Max for Live MIDI tools(Ableton)

Fragmente

"Fragmente" is a narrative installation in which visitors are invited to take a are invited to take a seat in a small living room. There is a photo album on a side table, which takes visitors on a journey into the past.

The installation was programmed using Python in combination with a Computer Vision. This makes it possible to extract meaningful information from individual images from a live camera transmission images from a live camera transmission, and thus to record when visitors browse through the album.

Technologies: Python, Tensorflow