

<ANTON SHEVCHUK>

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[GITHUB](#)
[LINKEDIN](#)

Motivated self-taught developer with strong foundations in C/C++, algorithms, and mathematics. Graduate of Codam (42 Network), where I completed intensive software engineering projects. Passionate about graphics, rendering, and computational problem-solving.

PROFESSIONAL EXPERIENCE

Software Developer — Independent Projects (2022–Present)

- Built a high-performance ray tracing engine in C++, including lighting models, geometry pipelines, and optimization strategies.
- Implemented numerous low-level systems programming projects demonstrating structured design and debugging expertise.
- Experienced with memory profiling, performance tuning, and mathematical modeling.

EDUCATION

Codam Coding College 2022-2023 Netherlands

SKILLS & PROFICIENCIES

- C, STL C++, Git, Linux Ubuntu, CMake/Make, OpenGL, DSA, Python(basic), bash scripting(basic)

LANGUAGES

- English (C1)
- Ukrainian (Native)
- Russian (Native)
- Polish (Intermediate)
- Dutch (Beginner)

</SOFTWARE ENGINEER>