

Matsvei Mikulich

mikulich13@gmail.com | <https://mikul29.github.io/Web-Portfolio/>

EDUCATION

The Ohio State University, Columbus, OH

May 2022

- Bachelor of Science in Music, Specializing in Computer Science
- Bachelor of Arts in Russian

GPA: 3.39

TECHNICAL EXPERIENCE

Music Folder, *Solo Project App* – Swift in XCode

January 2022

- Designed and developed an app using Apple's API and SDK that allows musicians to conveniently manage, store their music notes, and more.
- Implemented Core Data and CloudKit so data is saved locally and on a private cloud database.
- On track to be released to the App Store by May 1st, 2022 once QA testing is complete.

Super Mario, *Group Project Game* – C# in VS

December 2020

- Worked with a team of 5 to create a 2D Mario game using the MonoGame framework.
- Used Scrum in Agile to deliver the project on time. Managed in Azure DevOps.

Maze Runner, *Solo Project Game* – C# in Unity

May 2021

- Designed and developed a 3D FPS game.
- Objective: a player has 5 minutes to escape a maze while trying to shoot the robots attacking you.

Grocery Store Inventory System, *Class Project* - C in Linux

February 2020

- Developed a program that stores and processes data in order to manage inventory and to keep business records for a grocery store.

SKILLS SUMMARY

- **Programming Languages:** *Proficient*- Java, C#, C, Swift | *Basic*- HTML, CSS, JavaScript
- **Technologies:** Git, SVN, CloudKit, JUnit, Azure DevOps, Core Data, Agile Scrum

WORK EXPERIENCE

Support Associate at Acceptd

September 2020 - Present

- I serve as the technical liaison to the users of the Acceptd platform.
- Execute best practices through the entire technical support process.

Logistics Coordinator at A7 Transport

May 2018 - January 2020

- Required understanding business in negotiating rates with vendors and customers.
- Cultivated strong organization and problem-solving skills in making sure all units are on time.