

Evgenii Venkov

BSc in Information and communication technology

Russian citizen with permanent Swedish residence permit. A recent university graduate passionate about programming, music and sports. Has extensive and broad knowledge about many different areas. Reliable team member with previous working experience in the industry.

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EDUCATION

BSc in Information and communication technology

Royal Institute of Technology (KTH)

08/2019 - 06/2022

Sweden

[Link to the program](#)

International Baccalaureate (IB)

International School of Stockholm Region (ISSR)

08/2017 - 06/2019

Sweden

Result

– IB diploma awarded

WORK EXPERIENCE

Minecraft Add-on Developer

SNDBX Group AB

03/2020 - Present

Sweden

A company that specialises on creating additional content for Minecraft video game e.g. resource and texture packs, additional gameplay gameplay.

Achievements/Tasks

- Coming up with ideas for new content and how this content can be implemented in game.
- Implementing the mechanics and resources of an addon.
- Testing and verifying others and own work on the addon.
- Editing resources like sounds and images.
- Version control in GIT.
- Instructing new members and teaching them principles of add-on development.

Teaching Assistant

Royal Institute of Technology

08/2021 - 06/2023

Sweden

Achievements/Tasks

- Helping students with their labs and assignments (online and offline).
- Checking and verifying students' labs (online and offline).
- Organising the lab session (online and offline).
- Providing extra lab assistance to course responsible (maintaining lab kits, improving the lab instructions, providing feedback).

INTERESTS

Programming

Music

Sports

Mathematics

Astronomy and Physics

SKILLS

Python

Java

C

JSON

Elixir

Scrum

GIT

Agile

MIPS Assembly

HTML/CSS/JS

Linux experience

PERSONAL TRAITS

Responsible

Risk-taker

Open, friendly and communicative

Fast learner

Used to international teams

Open-minded

Reflective

Critical thinker

Leader skills

PERSONAL PROJECTS/ACHIEVEMENTS

Course project in Artificial Intelligence (01/2021)

- University course project, where me and my friend have coded a neural network (in Python) that converts written text to computer text.

Course project in Computer Hardware Engineering (03/2020)

- A course project, where me and my friend worked together to program from scratch a tetris game for Uno32 ChipKit. We have used C and MIPS Assembly.

Comparing different methods of numerical integration (01/2019)

- High school research project where I have coded and compared performance of various integration methods in Python.

Candidate for Master of Sport of Russia in Orienteering (04/2017)

- One of the highest rankings in Russian sport qualification system.

Graduation Diploma in Music School (04/2010 - 06/2016)

- Completed music school in Russia, specialised in keyboard instruments.

ORGANIZATIONS

Sports Events Volunteer (01/2015 - 08/2018)

Helping with organisation of orienteering competitions

Modular United Nations (09/2017 - 03/2019)

Delegate in high school MUN club.

LANGUAGES

English

Full Professional Proficiency

Russian

Native or Bilingual Proficiency

Swedish

Limited Working Proficiency