

Personal data

Phone: +1 999 999 999
E-mail: johnsmith@johnsmith.com
WWW: johnsmith.io



Summary

12+ years of diverse software engineering experience with specialties in software architecture design, infrastructure operation, backend development, and security engineering.



Work Experience

Project leader @ Some awesome studio 05.2016 – 09.2018
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Projects

Some awesome studio 2018 – 2024
Awesome Game development, Project leader
- Porting games to the Unity game engine
- Idea generation

Skills

Tools Python, C/C++, ~~La~~TeX
Operating systems Windows , Linux 

Education

University of Shire 2013 – 2015
Middle-earth studies, bachelor studies, thesis: *History of Hobbits*
University of Hobbiton 2016 – 2018
Middle-earth studies, master studies, thesis: *History of Dwarves*

Internships

Internship @ Studio 1 2016 – 2017
Apprentice
Internship @ Studio 2 2017 – 2018
Apprentice

Publications

1. John Smith. Publication 1 title. *Journal 1*, 2016.
2. John Smith. Publication 2 title. *Journal 2*, 2017.
3. John Smith. Publication 3 title. *Journal 3*, 2018.



Conferences

First Conference: “Hobbits and their habits”

2018

- presentation “Hobbit’s cuisine”
- poster “Hobbit’s cuisine”



Scholarships, grants

University of Shire presidents scholarship for the best students

2014

Grant AMO/204/214 “Sauron’s Ring influence on Hobbits” executor

2018 – 2020



Certificates

Driving license, FCE certificate



Hobbies

Scientific algorithms, data structures

Non-scientific sci-fi culture, hiking, modeling