

Denys Shevel

Software engineer



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Personal data:

Date of birth: 16.07.2004

Nationality: Ukrainian

Personal situation: single

Languages: Ukrainian and Russian (Mother tongue), English (Intermediate)

Objective statement:

Insightful software engineering student excels at web development. Passionate about applying critical thinking skills, attention to details and learning new technologies. Always trying to keep knowledge and skills fresh and not stand in a one place. Participation in Olympiads of programming in Ukraine.

Education:

Taras Shevchenko National University of Kyiv, Ukraine

Faculty of Computer Science and Cybernetics

Bachelor of Computer Science

Started in September 2021 and ongoing

Personal projects:

- **A Web gradebook**

My first project in the web. It's a web application that should make the life of students and teachers easier. With this application teachers can put, edit and delete marks without any problems from any part of the word and students will receive updates immediately. Also they can export all marks and comments as a Microsoft Excel worksheet.

Developed with Python/Flask for Rest Api, Postgresql, PHP for basic pages processing and vanilla Javascript.

Link to the repository: <https://github.com/scriptium/rateyard>.

- **A Portfolio website**

A personal webpage, with my design and some animations, based on React.js. Available by <https://denysshevel.great-site.net/>.

Link to the repository: <https://github.com/shevelidze/portfolio>.

- **A singleplayer pong game**

Javascript/React pong game. In this game I implemented a basic collision detection and resolving and also a moving mechanism in 2D.

Link to the repository: <https://github.com/shevelidze/web-ping-pong>

- **A Snake Game**

Snake game written on Python with Pygame framework.

Link to the repository: <https://github.com/shevelidze/pysnake>.

- **A Program for graph visualization**

Another Python&Pygame project. Simple app in which you can create a graph visualization. Save it to file and edit it later.

Link to the repository: <https://github.com/shevelidze/graphbuilder>.

- **A Console Yahtzee**

Yahtzee is a type of poker, where dice are used instead of cards. So, it's an implementation of this game on C++ with terminal text interface. I used self-written random numbers generator based on the Fibonacci sequence.

Link to the repository: <https://github.com/shevelidze/yahtzee>

- **A telegram bot that turns usual photo into a text art**

Written on Python. For Telegram web API access I used pyTelegramBotApi library. For image processing I used Pillow library.

Link to the repository: <https://github.com/shevelidze/utphoto-bot>

IT skills:

- **Programming languages:** Javascript/Node.js, Python, C++.
- **Algorithms**
- **HTML & CSS**
- **Known frameworks:** React, Next.js, Pygame, Flask, Qt5, SFML, pyTelegramBotApi
- **Git**
- **Databases:** SQL as Postgresql and Prisma ORM
- **Fundamentals of Linux and Bash**
- **Knowledge of international web standards and protocols**
- **Docker**
- **Graphics software:** Adobe Photoshop, Adobe Illustrator, Figma

Personal skills:

- High willingness to perform
- High analytical and quantitative skills
- Ambitious and open-minded person
- Ability to learn very quickly and easily