

Maksym Shevchenko

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SUMMARY

I am a Computer Science student with a passion for building things and working in a team. I am looking for a job opportunity and I am open to learning new technologies to contribute and grow as a developer.

WORK EXPERIENCE

NEAT Agency (remote)

Mar 2025 – Jun 2025

- Developed and maintained responsive websites, ensuring high performance and cross-browser compatibility.
- Collaborated with designers and stakeholders to deliver user-friendly digital solutions.
- Implemented best practices in coding, debugging, and performance optimization.

Small Indie Company (remote)

June 2024 - Aug 2024

- Developed and tested game features.
- Attended team meetings and worked in Agile workflow.

PROJECTS

Flower Delivery App

[Link to GitHub](#)

Working on a fully functional application that allows users to order flowers for a specific date, access special deals, and customize their orders. The project focuses on improving the user experience and streamlining the ordering process.

RPG Style Smart AI enemy

[Link to Trailer](#)

Developed a game prototype in Godot with AI-driven enemies using pathfinding and a state machine to gain a better understanding of AI in video games.

EDUCATION

Oct 2025 - present	Master's in Computer Science University of Lodz — Lodz, Poland
Oct 2022 - June 2025	Bachelor in Computer Science University of Lodz — Lodz, Poland
2019 - 2021	Computer Academy "STEP" — Odesa, Ukraine
2015 - 2017	Computer Courses in training center "SHKG" — Odesa, Ukraine

SKILLS

Python, HTML, C++	Basic knowledge in multiple programming languages.
Tools & DevOps	Git, GitHub Actions, Unity, Postman, Android Studio.
Languages:	English (fluent), Polish (intermediate), Ukrainian (native).

OTHER ACHIEVEMENTS

University of Lodz:	Rector's Scholarship (2022 - 2025)
Genius space:s	QA Engineer Diploma. (Link to Diploma)