Yana Dvorianska
Solution Designer

My path in IT began in 2017, after trying to understand how the Internet work. Later, already at the university, I started developing GUI for scientific designs using Python. Thus, my knowledge and skills in various areas were replenished every day. At the moment, I understand that my best decision in life was to learn how the Internet works.

Contacts

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Education

Kharkiv National University of V. N. Karazin, 2018
Bachelor of Science, 2022

Experience Work

Digital Solution Designer
May 2022 - present - Vodafone

Pre-sales consulting and design and develop new technology solutions and integrate software and hardware to fit the digital systems within a business. Development and integration of neural networks.

Unity Developer
Jul 2020 - Feb 2022 · ComanG

Creation of demos of 2D and 3D games in Unity C #, Assembling scenes in Unity, Lighting setup in Unity, Implementation of ready-made assets (code and models) in Unity, Creation of projects for VR and AR, Organization of work in Git

Skills

92 — API

89 — Data Visualisation

95 — Programming

80 — Math and Statistic

94 — Deployment

88 — Data Bases