

Yan Chuiko

[Gmail](#) | [LinkedIn](#) | [GitHub](#)

About

Second Year passionate Software Engineering student with a strong foundation in Computer Science and with inspiration to develop innovative solutions. As an aspiring Software Engineer, I am looking for an internship which will help practice my skills and help me to learn something new.

Education

Anglia Ruskin University, Cambridge, England, UK
Bachelor of Science, Software Engineering
Average mark: 70% - 100%

Expected Graduation: May 2025

Completed Courses: Computer Systems, Introduction to Programming, Operating Systems, Core Mathematics for Computing, Software Principles.

Will complete this year: OOP, Algorithms, Databases, Digital Security, Machine Learning.

Activities: Member of Computing Society of Cambridge, Member of IET, Member of Ukrainian Society.

Skills

Backend: C, Java, Python

Frontend: HTML, CSS, JavaScript

Databases: MySQL

Others: Git, GitHub

Projects

PersonalWebsite – [Website](#)

June 2023 – Aug 2023

- This is my portfolio website, where I'm showcasing my experience, projects, and contact information. With the help of this project, I learned basics of HTML, CSS, JavaScript.

MusiConverter – [GitHub](#)

May 2023 – June 2023

- MusiConverter is Python project with GUI that allows user to convert his YouTube Music playlist to Spotify playlist in 30 seconds. User needs to provide link with his YouTube Music playlist and Spotify ID and then program utilizes the YouTube Api and Spotify API for fetching and creating playlist.

Rifter – [GitHub](#)

Feb 2023 – Apr 2023

- This is a project where I was practicing with Java. Rifter is a quiz game with a registration system, after which user play in game, earn game currency and buy items in the shop. All user data is saved in the file.

CarSales – [GitHub](#)

Oct 2022 – Dec 2022

- University project where I practiced my skills in C language. Basically, this program creates a visualization of real-world car sales where people can buy specific cars with specific prices. All data from the program is stored in the file.