

Yernar Aldabergenov



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<https://yernar.github.io/>

Experience



Graphics Programmer Intern

Alstrontelecom

Jan 2021 - Apr 2021 (4 months)

Developed 2D Interactive Maps with OpenGL API.



Gameplay Programmer

Singularity Lab

May 2019 - Mar 2020 (11 months)

Developed mobile(IOS, android) games with Unreal Engine 4;

Developed VR(Oculus, Vive) games/projects with Unreal Engine 4;

All the development in C++/Blueprints.



Software Engineer

KazNITU

Jul 2018 - Jun 2019 (1 year)

Developed desktop applications with Qt;

All the development in C++ using Qt Widgets.



Software Engineer Intern

KazCyberSystems

May 2018 - Jul 2018 (3 months)

Developed PHP extensions(modules in C) with PECL;

Developed TCP based network-client application;

All the development in C.

Education



International Information Technologies University

Bachelor of Engineering - BE, Computer Science

2017 - 2021

Skills

C++ • Unreal Engine 4 • OpenGL • Computer Graphics • Object-Oriented Programming (OOP) •
SQL • Qt Desktop Software