Serhii Marchenko
Game Programmer

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Skills

- Experienced with C#, C++, and Python
- Proficient in software including Unity Game Engine, Blender, Photoshop
- Fluent English speaker, native speaker in Ukrainian and Russian languages
- Passionate about gaming industry and new technologies
- Fast learner with good Problem-Solving skills
- Applied my knowledge in multiple personal projects from C++ console chat to small Unity games
- Familiar with most game genres: RPG, RTS, Competitive Shooters, etc.

Education

Game Programming – Diploma

St. Lawrence College, ON, Canada   *Sep 2020 – Apr 2022*

- Learned wide variety of software used in Game Development: IDEs, Game Engines, Debugging tools, Version Control, 2D and 3D editors, Database managers.
- Acquired deep knowledge about concepts of Programming using C# and C++
- Developed problem-solving skills while independently troubleshooting code
- Studied core Game Programming skills: Graphics on OpenGL, Network programming, OOP, Scripting, algorithms, and data structures.
- Was involved in educational process as tutor and helped professors and other students in free time.
- Collaborated on team projects, developed strong teamwork
- Practiced game-related skills like 2D and 3D assets creation, Game Designing, Web Development, GIT, Databases, and Web Design

High School

Physics and Mathematics Lyceum №208, Kyiv, Ukraine   *Sep 2017 – May 2020*

- Gained solid math skills that are required to be a good programmer
- Completed Robotics course and learned basics of scripting for Arduino

Experience

Peer Tutor

St. Lawrence College   *Sep 2021 – Present*

- Tutored for most of courses in my program: Graphics and Network Programming, AI, Game Engines
- Guided other students through previously studied material
- Introduced students to more advanced tools and techniques than ones provided by college
- Helped professors to troubleshoot software issues and code bugs
- Took active part in college-hosted events as a tutor
- Learned a lot from other tutors, professors, and students