

Egor Ivkov

Curriculum Vitae

PERSONAL DETAILS

<i>Birth</i>	December 16, 1998
<i>Address</i>	1/1 Universitetskaya St, Innopolis, Russia
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PERSONAL STATEMENT

I am a third year bachelor student pursuing a degree in Computer Science at Innopolis University. I have excellent coding skills, experience in software architecture design and agile team management. My career goal is to assume a role of a game developer in order to bring fascinating gaming experience to players all around the world.

EDUCATION

BSc. Computer Science

2016-present

Innopolis University

Currently on the third year of Computer Science with a specialization in Software Engineering at Innopolis University, Russia.

Computer Science, Mathematics, Physics

2009-2016

Gymnasium 1505

Graduated Gymnasium 1505 in Moscow, Russia with a specialization in Computer Science, Mathematics and Physics. Studied at IB Diploma Programme for the last two years.

WORK EXPERIENCE

Software Engineering Intern

2018 summer

Cologne Game Lab

At this job I was responsible for an implementation of a Mixed Reality game from scratch. This position required skills in Game Design and Programming.

Software Engineering Intern

2017 summer

AI in Game Development Lab of Innopolis University

This internship's project was an implementation of a board game on PC as a playground for AI agents. This job taught me how to design in-game agents.

SKILLS

<i>Languages</i>	Russian (mother tongue) English (fluent)
<i>Software</i>	UNITY ENGINE, L ^A T _E X, PHOTOSHOP, GIT, AWS, POSTGRESQL
<i>Coding</i>	C#, Java, C++, Rust, Python
<i>Game Development</i>	AI behaviour Gameplay Programming Procedural Content Generation Pixel Art and Animations - Basic Level
<i>Other</i>	Design Thinking High level software architecture design Team Management Knowledge of Agile Methodologies

HOBBIES AND INTERESTS

Head of Game Development Club

2017-present

Innopolis University

As a leader of the club I organized meetings, managed the schedule, invited various speakers and in general brought together the game development community of our university. I am most proud of organizing Global Game Jam 2018 - our location was on the second place by number of participants in Russia.

Head of Academic-Professional Committee

2018 spring

Student Union of Innopolis University

In our committee we tried to help students to succeed in their educational and professional studies. We organized various workshops and hackathons, communicated with education department on behalf of students.

REFERENCES

Available upon request