Ilya Pivavaruk

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About

Passionate software engineer looking for new opportunities to grow and further expand my software development skills.

Education

B.S. Computer Science, Summa Cum Laude Honors, 3.97 GPA   **Aug. 2018 – May 2022**
University of Nevada, Las Vegas (UNLV)

Professional Experience

Software Engineer   **Sept. 2022 – Present**
Fortunet Inc, Las Vegas, NV

- Software engineer, working with **.NET**, **C++**, **C#**, **MySQL** and **WPF**.
- Implement new software features to existing software, bug fixes, and develop new software.
- Working on solo and group projects in an **Agile** environment.

Software Engineer/Augmented Reality Researcher   **May 2021 – May 2022**
University of Nevada, Las Vegas (UNLV), Las Vegas, NV

- Research on the latest **augmented reality** technology.
- Constructed **indoor navigation app** using **C#** and **Unity3D** coupled with **AR Foundation** libraries.
- Published augmented reality software running on iOS and Android platforms.

Programming Instructor   **May to Aug. 2019 – May to Aug. 2020**
Code Central, Las Vegas, NV

- Taught students software development (**C++**, **C#**, **.NET Framework**, **Python**, **Java**).
- Web development (**HTML**, **CSS**, **Javascript**).
- Robotics (**Raspberry Pi**, **Arduino**).
- Video game development (**Unity3D** with **C#** and **Unreal Engine** with **C++** and **blueprints**).

Personal Projects

Augmented Reality Indoor Navigation App
- Developed an **augmented reality** indoor navigation app for IOS and Android
- Utilized **Unity**, **AR Foundation** plugins, **C#**, **Python** for server side
- **Published Research** to **IEEE International Conference**

Canny Edge Detection
- Built a Windows application to perform **edge detection** on images
- Used C# and .NET framework

Technical Proficiencies

Programming Languages:	**(Proficient):** C#, C++. **(Basics):** MySQL**,** Java, Python, HTML/CSS
Software:	.NET Framework, Unity3D, Visual Studio, Office 365
Platforms:	Windows, Linux, Mac OS