

# Rostyslav Shcherbyk

## International Student Ambassador Applicant

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## SKILLS

- **Languages:** Python, C#, C, C++, Java, JavaScript, SQL
- **Game Development:** Unreal Engine, Unity, Level Design
- **Web & Framework:** React, Spring Boot, HTML, CSS
- **Backend / Networking:** Node.js, WebSockets
- **Systems:** Arduino, PC Hardware, Debugging, Troubleshooting
- **Tools & Technologies:** MongoDB, Azure, Git, WPF
- Public speaking and interpersonal communication
- Team collaboration and student engagement
- Cross-cultural communication

## WORK EXPERIENCE

### **Tile Installer - Kitchen Land** | Mississauga, ON | Jan 2025 - Present

- Installed tiles in residential and commercial environments with precision
- Measured, cut, and fitted materials to meet design specifications
- Maintained efficiency and quality under deadlines
- Ensured safety and organization on job sites
- Improved efficiency through structured work methods
- Communicated with clients to understand needs and ensure satisfaction
- Maintained professionalism and positive interactions in fast-paced environments

## EDUCATION

### **Father Michael Goetz Secondary School** | Mississauga | Sep 2019 - Jun 2023

- High School Diploma

### **Sheridan College** | Trafalger Campus | Sep 2024 - Present

- Honours Bachelor of Computer Science in Game Engineering
- GPA: 3.70

## PROJECTS

### **3D Island Escape Runner (Unreal Engine, C++)** | 2025 - Present

- Building a 3D game using Unreal Engine and Blueprint scripting
- Implementing player movement and basic physics-based interactions
- Designing core gameplay features and initial level elements
- Built level elements and environment interactions within Unreal Engine
- Collaborating with a small team to prototype and iterate on game mechanics
- Testing early features and refining gameplay behavior

### **Multiplayer Puzzle Game (HTML, JavaScript, WebSockets, Networking)** | 2026

- Developed a browser-based multiplayer puzzle game with real-time interaction using WebSockets
- Built backend services with Node.js to manage game sessions and player connections
- Implemented game logic, player synchronization, and UI using JavaScript
- Designed a responsive interface using HTML and CSS
- Built core gameplay systems for puzzle mechanics and player collaboration

## AWARDS

- **English Achievement Award** - Father Michael Goetz Secondary School
- **Academic Honor Roll (80%+ average)** - Grades 10–12

## ADDITIONAL

- **Languages:** English (Advanced), Ukrainian (Advanced), Russian (Advanced), Polish (Conversational)