Arsenii Kyrychenko

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EDUCATION

MICHIGAN STATE UNIVERSITY   **Sep 2023 - May 2027**
Bachelor in Computer Science   **GPA 3.75**

WORK EXPERIENCE

AccHellErate, East Lansing / Cambridge   **Sep 2023 - Present**
- Working on a game project developed by MSU alumni, utilizing and refining skills in C#, Unity, and teamwork.
- Designed and implemented core game mechanics, including missions, events, and encounter systems, while developing the game's UI. Main programmer for encounters, enemy AI and enemy/player abilities.
- Created Unity editor tools for fine-tuning enemies and player rewards, enhancing our team's ability to iterate on gameplay.
- Initiated and solely presented AccHellErate at Gamebridge, representing the project independently at a convention.

Researcher in Neuroscience and Game Development, East Lansing   **Sep 2024 - Present**
- Part of a team developing a Unity-based game for use with medical equipment like brain scanners.
- Collaborated with a multidisciplinary team, gaining hands-on experience in teamwork and project collaboration.
- Solely developed and managed Azure infrastructure, including Function Apps and Database services with MySQL.

EXPERIENCE

TranscendWords, AI-Powered Open-Source Book And Game Translation Tool   **Jun 2024 - Present**
- Developed an open-source AI-powered tool in C# that translates books and games into 30 languages for free*.
- Translated and published 20 books in Ukrainian, partnering with Metanoia.mba and Toloka VC.
- Currently fine-tuning a specialized LLM to improve translation accuracy and contextual understanding.

All-Ukrainian Team IT Olympiad   **Oct 2021 - Dec 2021**
- Created and coached the school's programming team, organizing training sessions focused on problem-solving.
- Utilized C++ to secure a 3rd-place finish among highly competitive entrants, achieving a notable result.

QBoard   **Jun 2020 - Sep 2020**
- Developed a web application utilizing Blazor with integrated messaging and team/task management capabilities.
- Used C# and basic SQL with Blazor, incorporating libraries such as MatBlazor and Bootstrap.

ACTIVITIES

SpartaSoft Studio (On-campus, Student-run)   **Jan 2024 - Present**
- Led the UI/UX programming team on a project, focusing on creating intuitive and engaging user interfaces in Unity.
- Serving as a Gameplay/Systems programmer on another project, developing core systems and mechanics using C#.
- Developed editor-side tools to help designers implement their ideas more easily and fine-tune gameplay to their vision.

Game Jams   **Sep 2023 - Sep 2024**
- Participated in seven game jams, taking roles like gameplay/systems programmer, team leader, and art programmer.
- Won or nominated for awards such as "Audience Choice" and "Best Mechanic" in four out of seven game jams.

Active Participation in Clubs and Communities   **Sep 2022 - Present**
- Active in SpartaSoft, a university club focused on software/game development.
- Prominent member of the Cambridge Game Makers, a Cambridge-based community of professional game developers.

Universities for Ukraine   **Jun 2022 - Aug 2022**
- Founded and developed a website to provide Ukrainian students access to global university opportunities.
- Featured on the Save UA Foundation homepage for over 6 months to highlight new opportunities, such as scholarships.
- Used Notion to create a MVP, displaying, consolidating and distributing information about available opportunities.

TECHNICAL SKILLS

C#, C++, Python, Unity, Blazor, WinForms, MySQL, Git (GitHub, GitLab, Mercurial), Netcode, Unreal Engine [Novice]

REFERENCES

Imen Zaabar, Professor Of Computer Science   **College of Engineering at MSU**
- **Email:** zaabarim@msu.edu   **Worked together on** CSE 231 Exam Preparation Application

Adam Kasumovic, Data Scientist   **Lead analyst at Ghamut**
- **Email:** adam.kasumovic@ghamut.com   **Worked together on** AccHellErate

ADDITIONAL INFORMATION

- **Languages:** English (Fluent), Ukrainian (Native), Russian (Native)
- **Portfolio:** arstarkir.com