Vilyaem Kenyaz
Curriculum Vitae

Contact

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Summary

Inspired by a legacy of hard work, I am committed to delivering exceptional results and thrive in challenging environments. With a focus on excellence, I aim to contribute my skills and determination to a dynamic team.

Languages

- English - Native Proficiency
- Ukrainian & Belarusian - High Proficiency
- Russian – Intermediate Proficiency
- German – High Proficiency
- Scots – High Proficiency

Soft Skills

- Public and Motivational Speaking
- Legitimate Eye Contact
- Teamwork
- Patience
- Leadership

Solid Skills

- 3D Modelling and Sculpting
- CAD
- Carpentry
- Cooking
- Engineering
- Fitness
- Nutrition
- Programming
- Typesetting
- Video Editing
- Writing

Computing

Programming Languages

- C
- C++
- x86 Assembly
- ZealC
- HolyC
- Forth
- Z80 Assembly
- RISC-V Assembly
- ARM Assembly
- Zig

Scripting Languages

- Bash
- POSIX Shell
- Lua
- PHP
- Python
- Squirrel

Markup Languages

- GROFF/Runoff
- LaTex
- HTML & CSS
- DolDoc
- Markdown

Platforms

- 'nix
- BSD
- Linux
- DOS
- Windows
- ZOS

General

- DevOps
- Cybersecurity
- 110+ WPM
- Compiler Design
- Game Development
- Machine Control
- Automation
- 3D Graphics and Rendering
- Web Development (front/mid/back)
- Software Engineering
- System Administration
- Ecommerce
- Operating System Development

Completed Works & Projects

Rodent Deterrent System

This project involved creating a circuit using an Arduino micro-controller that could detect and repel rodents with a loud sound and flashing lights.

ZOS

An operating system I have written from scratch, for x86 and Arduino machines. I have written various software and tools for use on ZOS.

Borea World

Borea World is a 3D first-person MMORPG that I have worked on solo for the past four years.

S Programming Language

I created a programming language called 'S' (S being for simple).
Link: https://codeberg.org/knyz/s

Personal Website

This is my self-hosted and handmade website, https://vilyaem.xyz.

Tserkva

Tserkva is a 3D/2D game and rendering engine written in C.