

Vilyaem Kenyaz

Primary Email: ken yaz@vilyaem.xyz

Secondary Email: thekenyaz@yandex.com

XMPP: ken yaz@vilyaem.xyz

Links

<https://vilyaem.xyz>

<https://vipersoft.vilyaem.xyz>

<https://wmodels.3vm.cl>

Summary

I come from a long lineage of hard workers and seek to do the same and strive towards a hard day's work.

Languages

- English – Native Proficiency
- Ukrainian – High Proficiency
- Belarusian – High Proficiency
- German – High Proficiency
- Russian – High Proficiency

Skills

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

Computer related skills

Programming Languages

- C
- C++

- x86 Assembly
- ZealC
- HolyC
- Forth
- Z80 Assembly
- RISC-V Assembly
- ARM Assembly

Scripting Languages

- Bash
- KornShell/POSIX
- Lua
- PHP
- Python
- Squirrel
- GLSL

Markup Languages

- GROFF/TROFF Runoff
- LaTeX
- HTML/CSS/XHTML
- DoI Doc
- Markdown
- Milkroff

Systems

- *nix
- *BSD
- Linux
- DOS
- Windows
- ZOS

General

- Operating System Development
- Compiler Design
- Game Development
- Machine Control

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

Completed Works & Projects

Project: ZOS

Description: ZOS is an operating system I have written from scratch, for x86 and *duino machines. I have written various software and tools for use on ZOS.

Project: Borea World

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

Project: S Programming Language

Description: I created a programming language called 'S' (S is for simple).

Project: Personal Website

Description: This is my self-hosted handmade website.

Link: <https://vilyaem.xyz>

Project: Tserkva

Description: Tserkva is a 3D/2D game and rendering engine