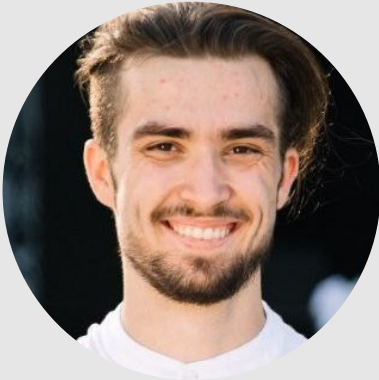# Danil **Gerasimenko**

MIPT student

─── **About me** ───

I'm a 3rd grade student of MIPT DIHT (Department of Innovation and High Technology).

─ **Strengths and Soft Skills** ─

Diplomacy   Creativity   Curiosity

Adaptability   Team Working

Patience   Stress-resistant   Sensible

─── **Professional Skills** ───

Programming Languages:

C(good practise)

Assembler(good practise)

C++(not bat practise)

Python(auxiliary aims)

Graphical API:

Vulkan   SDL 2

Unity (student course)

Unreal Engine (student course)

Other Languages:

Markdown   Latex

Bash (using scripts in testing)

Application Skills:

Git   Cmake or Make

Linux (familiar with Linux shell)

🎓 EDUCATION

2021-Ongoing	**Bachelor Degree** 📍 Dolgoprudniy

MIPT DREC
Finished courses:
- Linear Algebra;
- Probability Theory
- Combinatorics
- Math statistics
- Math Analysis
- Differential Equations
- General Physics
- Analytical mechanics
- Field theory
- Operation Systems
- Microcontrollers
- Basic of machine learnings

2021-2022

Compiler technology and professional programming 📍 Dolgoprudniy
Ilya Dedinsky
Auxiliary course of C by Ilya Dedinsky.

2022-2023

Uses and Applications of C++ 📍 Dolgoprudniy
Vladimirov K.I.
Auxiliary course of C++ by Vladimirov K.I.

2023-2024

Mathematical basics of visualisation 📍 Dolgoprudniy
Afanasiev V.O.
Auxiliary course about mathematical side of graphical engines' development

July - September 2023

Internship in MCST 📍 Moscow
MCST
Internship in MCST with problem task of developing a simple program for testing binary code.

October 2023 - Ongoing

Work in ISP RAS 📍 Moscow
ISP RAS
At the moment I work in ISP RAS as a student cooperation. I am engaged in rendering a scene with large number of objects using Vulkan API.

🎅 PROJECTS

Assembler project:

🎅 Internship's task of developing of simple binary compiler

C projects:

🎅 Stack implementation

──────── **Contacts** ────────

 BileyHarryCopter

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 +7(991)-082-13-50

    +995 (555)-383-542

 Pridona Chalvashi, 20, Batumi

──────── **Languages** ────────

 Russian - Native

 English - about B1-B2

PROJECTS

C projects:

 Akinator - implementation of famous game using binary tree

 Differentiator - implementation of differentiation machine using binary tree and recursive descent technology (elementary parcer)

 List (aka copy std::list)

 Hashmap (aka copy std::map)

 LFUDA - implementation of cache by LFUDA politics

C++ projects:

 LFUDA and Belady cache implementation

 RAII class of Matrices

 Studying of SDL2 for developing of the next game

 Backgammon - implementation of simple 2D game engine and respectively realization of famous game backgammon (aka Nardy)

 HW3D (Triangle collision detection and their visualisation using vulkan api)

 vulkan_dev - implementation of graphical engine using vulkan api