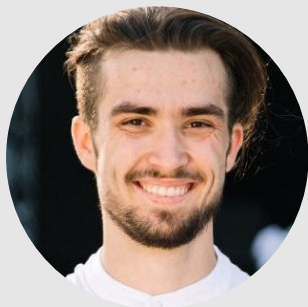


# Danil Gerasimenko

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++(in active learning)

Python(auxiliary aims)

Graphical API:

Vulkan

SDL 2

Other Languages:

Markdown

Latex

Bash (using scripts in testing)

Application Skills:

Git

Cmake or Make

Linux (familiar with Linux shell)

## Contacts

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☎ +7(991)-082-13-50

📍 Lihachevsky st, 2 , Dolgoprudniy

## Languages

🇷🇺 Russian - Native Knowledge

🇬🇧 English - Basic Language

## 🎓 EDUCATION

2021-  
Ongoing

### Bachelor Degree

MIPT DREC

📍 Dolgoprudniy

I finished follow courses:

- Linear Algebra

- Basic Course of Probability Theory and Combinatorics.

My general courses now:

- General Physics

- Math Analysis

- Differential Equations

- Operation Systems

- Microcontrollers

- Methods for processing radio signals

2021-2022

### Compiler technology and professional programming

Ilya Dedinsky

📍 Dolgoprudniy

Auxiliary course of C by Ilya Dedinsky.

2022-2023

### Uses and Applications of C++

Vladimirov K.I.

📍 Dolgoprudniy

Auxiliary course of C++ by Vladimirov K.I.

2022-2023

### Introduction to embedded programming on STM32

Edgar Kaziakhmedov

📍 Dolgoprudniy

Auxiliary course of STM32.

2023-  
Ongoing

### Internship in MCST

MCST

📍 Moscow

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

## PROJECTS

### C++ projects:

🔗 LFUDA and Belady cache implementation

🔗 RAII class of Matrices

🔗 Backgammon (realization of simple 2D game engine)

🔗 HW3D (Triangle collision detection)

### C projects:

🔗 Stack implementation

🔗 Akinator - implementation of famous game using binary tree

🔗 Differentiator - Implementation of differentiation machine using binary tree and recursive descent technology (elementary parser)

🔗 List (aka copy std::list)

🔗 Hashmap (aka copy std::map)

🔗 LFUDA cache implementation