

# DROZDOV DMITRIY

Student Developer, Programmer

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📍 [Dolgoprudny, Russia](#)

🔗 <https://github.com/Dmitrryy>

## EDUCATION

Moscow Institute of Physics and Technology

📅 Sept. 2019 – Present

📍 [Dolgoprudny, Russia](#)

- Bachelor of Applied Mathematics and Physics  
Department of Radio Engineering and Cybernetics

## TECHNICAL SKILLS

C/C++, System Programming

Object-oriented programming

Multithreaded Programming

Linear algebra

Unix

## SOFTWARE SKILLS

- C/C++
- GPU programming - CUDA, OpenCL, Vulkan API
- git, make, cmake
- Linux OS
- LLVM IR (basic)

## SKILLS AND INTERESTS

- Pre-intermediate in English
- Cycling and ice skating
- Athletics (high jump)
- Programming
- psychology and art books

## COURSES

- C++, ILab (Intel)
- C++, Yandex belts (coursera)

## MOTIVATION

I have experience in solving educational problems that are close to real ones. I want to get experience in working with large projects in a serious company right now. I really like programming applications of various kinds, but especially applications related to graphics and parallel computing on the GPU. And I'm not going to stop studying the IT sector.

## PROJECTS

### 3D rendering engine - present

- An engine that allows you to draw 3D models (triangular meshes) with the ability to change the position of the models and the camera. From the possibilities: objects (models) cast shadows from customizable light sources, mirror surfaces are available.
- API Vulkan
- C++

### ParaCL - January 2021

- native C-like language
- GNU bison, flex
- C++

### Pattern Matching - February 2021

- search for substrings in one big string using GPU filtering
- OpenCL
- C++

### Data structure-Matrix - December 2020

- data structure that defines the basis of operations on matrices (arithmetic operations, determinants, solving systems of linear equations).
- Used: to calculate the currents in the circuit (solution of the Kirchhoff system of equations);
- Helper class: matrix chain - implements the optimal sequence of multiplication of the matrix chain.
- C++

### Platformer game - August 2020

- First attempt to write a game.
- SFML
- C++

More on my  [GitHub](#)