

DROZDOV DMITRIY

Student Developer, Programmer

@ drozdov.da@phystech.edu

+79156164521

Dolgoprudny, Russia

<https://github.com/Dmitrry>

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++, Network Programming, System Programming

Object-oriented programming

Multithreaded Programming

Probability Theory

Linear algebra

Unix

SOFTWARE SKILLS

- C/C++
- GPU programming - CUDA, OpenCL, Vulkan API
- Linux OS
- LLVM IR

SKILLS AND INTERESTS

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

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

Parallel computation of integrals (in dev)

- Parallel computation of the integral on several computers.
- C, Unix

3D rendering engine (in dev)

- An engine that allows you to draw 3D models (triangle meshes) with the ability to change the position of models and camera. Support for shadows and mirrored surfaces will be added soon.
- API Vulkan
- C++

ParaCL

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

Dirichlet problem

- solve the internal Dirichlet problem for the Laplace equation in the grid approximation
- OpenCL
- C++

Platformer game

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

COURSES

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