DROZDOV DMITRIY

Student, Programmer

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 https://github.com/Dmitrryy
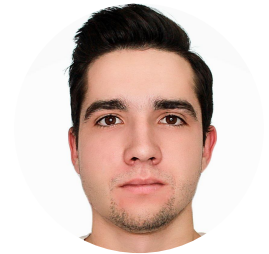
EDUCATION

Moscow Institute of Physics and Technology

📅 Sept. 2019 – 2023   📍 Moscow, Russia

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

AI masters

📅 Sept. 2022 - 2024   📍 MSU, Russia

- Big data specialist

TECHNICAL SKILLS

System Programming
Object-oriented programming
Multithreaded Programming
Probability Theory
Linear algebra
Mathematical analysis
General physics
Telecom (basic)

SOFTWARE SKILLS

- C/C++14-20
- GPU programming - CUDA(basic), OpenCL, Vulkan API, glsl
- ssh, git, make, cmake
- Linux OS / Windows
- LLVM IR
- Python

SKILLS AND INTERESTS

Languages
- Russian (Native)
- English (B1)

Sport
- Ride a motocross bike
- Ice skating
- Athletics - high jump
- Gymnastics

Interests
- Programming
- Books
- Drawing
- Cooking

COURSES

- C++, ILab (Intel)
- C++, Yandex (Coursera)

MOTIVATION

The main directions are education and the application of knowledge in real projects.

EXPERIENCE

Assistant engineer

Ventra IT

📅 July 2022 - Present   📍 Russia, Moscow

- 3D graphics algorithms. Optimization of ray tracing on mobile devices without hardware support RT.

Undergrad Intern Technical

Intel

📅 July 2021 - July 2022 📍 Russia, Moscow

- The development team of the back-end of the vector compiler and the front-end of the CM language.

EDUCATIONAL PROJECTS

3D rendering engine - January 2022
- An engine that allows you to draw 3D models (triangular meshes). From the possibilities: objects (models) cast shadows from customizable light sources, mirror surfaces.
- API Vulkan, C++

ParaCL - January 2021
- native C-like language
- C++, GNU bison, flex

Pattern Matching - February 2021
- search for substrings in one big string using GPU filtering
- C++, OpenCL

Data structure-Matrix - December 2020
- data structure that defines the basis of operations on matrices. (C++)
- Used: to calculate the currents in the circuit (solution of the Kirchhoff system of equations);

Platformer game - August 2020
- First attempt to write a game.
- C++, SFML

More on my GitHub