DROZDOV DMITRIY

Student Developer,Programmer

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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, Unix

Platformer game - August 2020

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

More on my ⭘ GitHub