# DROZDOV DMITRIY

**Student Developer,Programmer**

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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

**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
- git, make, cmake
- Linux OS / Windows
- LLVM IR
- Python

## SKILLS AND INTERESTS

**Languages**

- Russian (Native)
- English (Pre-intermediate)

**Sport**

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

**Interests**

- Programming
- Books
- Drawing
- Cooking

## COURSES

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

## EXPERIENCE

### Undergrad Intern Technical

**Intel**

July 2021 – Present  Russia, Moscow

- Joined the company as student of the department at MIPT under the basic organization Intel
- The development team of the back-end of the vector compiler and the front-end of the CM language

## MOTIVATION

I've been attracted to the concept of the virtual world for a long time. Now I am actively developing in mathematics, physics and technical skills. And I really want to apply all this in creating virtual reality. The IT sector is the world where you (programmer) can do anything. And it's beautiful!

## PROJECTS

**3D rendering engine - Present**

- 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.
- 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.
- C++, SFML

**More on my GitHub**