

GEORGIY NOVOSELOV

Software Developer

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📍 Moscow, Russian Federation

🌐 genovoselov

🔗 Farost

EDUCATION

Bachelor

Information Science and Computation Technology, Higher School of Economics

📅 Sep 2016 – Jun 2020

📍 Moscow, Russian Federation

- GPA: 9.49/10.
- Concentration: Automated Systems.
- Graduation thesis: Implementation of Posit Real Numbers Computing for Machine Learning.

EXPERIENCE

Software Engineer

IIRBIS

📅 Sep 2020 – Dec 2020

📍 Moscow, Russian Federation

- Software development for a client-server 3D Unigine project.
- Emulation of a hardware's behaviour controlled by a third-party software.
- Played a role of a junior lead and a programmer of the project.

C++ Developer

NTPProgress

📅 Dec 2020 – Ongoing

📍 Moscow, Russian Federation

- Software development of a highload Fintech platform for financial markets. Main processes are based on Agile, Scrum, and XP.
- Participated in every aspect of the product's development: planning, analysis, programming, UI/UX, code review, manual testing, testing automation, documentation writing, and support.
- Frequently played a role of my team's Scrum master, which included sprint's and backlog's control and planning, Jira automation, lead's substitutions, etc.

UNIVERSITY/SIDE PROJECTS



Time Management Strategy Game (2018) [Unity3D, C#]

A prototype of the main game's mechanics with UI, missions, characters, and dialogues, inspired by «This Is the Police».



Swarm Robotics Tasks Modeling System (2019) [ROS, Python]

A system that simulates the work of a group of robots, which structure and FSMs are based on the behavior of ants.



Real-time Video Frames Classification Neural Net (2019) [C]

Implementation and optimization of the GEMM algorithm for a computer vision neural network on FPGA.



VR Stroop Test (2019) [Unity3D, C#]

Stroop test in virtual reality with Oculus Gear VR and data collection through neural-control interfaces.



Real Numbers' Performances Test System (2020) [C++]

A test system for the assessment of the performance and accuracy of real numbers' formats. Based on a set of algorithms used in machine learning tasks.

SKILLS

Coding: core

C/C++

Python

SQL

Git

Coding: familiar with

C#

CMake

Bash

Verilog

Qt

MVS

Doxygen

LaTeX

Jira

Spreadsheets

UI/UX

Technical Writing

XP

Linux/Arch/Ubuntu

Windows

LANGUAGES

Russian



English



ACHIEVEMENTS

Regional Finalist: InnovateFPGA Design Contest 2019

📅 Jul 2019

Global FPGA design contest in the field of Artificial Intelligence.

3rd place: Student Research Paper Competition held by HSE University

📅 Dec 2020

Implementation of Posit Real Numbers Computing for Machine Learning.

PUBLICATIONS

Analysis of Posit and Bfloat Arithmetic of Real Numbers for Machine Learning

📅 June 2021

📍 [IEEE Access](#)

The author of the original text, one of two software developers.