

# 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

### C++ Developer

#### NTProgress

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.
- While my team's main task was set to implementing new business features, we devoted much time to optimization and reliability's enhancement on both sides of client-server architecture of the system, as well as user experience's improving.
- Led the team's work on the development of a new business component, starting with the analytics (API's and component's design, UI/UX, etc.) and finishing with the implementation and testing of all the server's to client's features. As part of the process, contributed to the development of our own MVI-like GUI framework.
- Also led the task of several global data structures' rework aimed to system's work's optimization and taken storage's reduction.
- In addition, I participated in development and support of the company's software for Jira's, Slack's and Google's automation and connection.

### 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 lead and a server-side programmer of the project.
- Decided not to continue my work after the probation due to all experienced developers' resignations and differences in my goals and the company's needs at that time.

## SKILLS

### Coding: core

C++ Python SQL Git

### Coding: familiar with

C 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.

# UNIVERSITY/SIDE PROJECTS

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-  **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.
-  **Swarm Robotics Tasks Modeling System (2019) [ROS, Python]**  
A system that simulates the work of a group of robots, which 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.
-  **Time Management Strategy Game (2018) [Unity3D, C#]**  
A prototype of the main game's mechanics with UI, missions, and dialogues, inspired by «This Is the Police».