

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.
- 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.

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.

UNIVERSITY/SIDE PROJECTS 1/2



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++

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 2/2



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».