

Ilya SHOSHIN

PERSONAL DATA

PLACE AND YEAR OF BIRTH: Moscow, Russia | 1993
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WORK EXPERIENCE

Current	Software Engineer <i>State Research Institute of Instrument Engineering</i> Hardware virtualization supporting software development using on-board control system simulator. C++, SYSTEMC & TLM-2.0
SEP 2016	Participation in the development of Eclipse-based IDE supporting an on-board DSP microprocessor.
–OCT 2017	Eclipse plug-ins development. Reverse-Engineering. GIT integration and training support.
OCT 2015	Research on the topic of UAV landing site detection. GPGPU, 3D-modeling.
–SEP 2016	Image processing and computer vision (contour analysis).
MAR 2014	iOS Developer <i>Trood CIS</i> Mobile apps for TROOD products: “Finance”, “Projects”, “Summary”. OBJECTIVE-C.
	–MAY 2015 Extending TROOD ERP system with “Reports” module. PYTHON.

EDUCATION

Current	Master’s degree in AUTOMATIC AND INTELLIGENT CONTROL SYSTEMS, Moscow Aviation Institute (National Research University),
2015	Honours Bachelor’s degree in APPLIED MATHEMATICS Moscow State Institute of Radio Engineering, Electronics and Automation Thesis: “ Streaming Audio Steganography Algorithm ”
2011	Computer Programming at Lyceum of Information Technologies, 1533, Thesis: “ Sound Wave Propagation: 3D Premises Model ” (Intel ISEF Grand Award)

AWARDS AND CERTIFICATES

MAR 2014	Heterogeneous Parallel Programming Course by University of Illinois at Urbana-Champaign License BT2928XEFG
MAY 2011	Intel ISEF 2011 Grand Award in Computer Science Intel ISEF 2011 Special Award from Acoustical Society of America Los Angeles, USA

PUBLICATIONS

2017	“ Employing the Perona - Malik anisotropic filter for the problem of landing site detection ” Shoshin IS, Vestnik Koncerna VKO Almaz-Antej. 2017. #1 (20). S. 82-87.
2016	“ Method of landing UAV of helicopter type using an infrared camera ” Ivannikov KV, Gavrilov AV, Boev AS, Shoshin IS, Vestnik Koncerna VKO Almaz-Antej. 2016. #3 (18). S. 67-73.

COMPUTER SKILLS

Advanced Knowledge:	C++, OBJECTIVE-C, GIT, QT, Streaming Audio Processing, Mobile apps, Cross-platform development
Basic Knowledge:	PYTHON, SYSTEMC, TEX TEX, GPGPU, Image Processing, Contour Analysis, OpenGL
Languages:	Russian (Native), English (Professional working proficiency)