

Ivan Martynov

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Born 12.04.1982, Petrozavodsk
Citizenship: Finland, Russia

CV

13.09.2024



EXPERTISE

- Programming languages: C/C++/C#, Python, Java, \LaTeX
- Programming concepts: OOP, image processing, computer graphics
- Research (mathematics, image processing)

EMPLOYMENT HISTORY

Software programmer, CISS Software Oy, Oct. 2021 –
Implementing CAD applications features and code maintenance.

Software engineer, Finnos Oy, Oct. 2016 – Aug. 2020

Algorithm development for the log sorting system. Devising and implementing methods for calculation of geometrical features of timber logs and their sawing patterns. Visualizing results in 2D and 3D.

Project manager, SMIF Oy, Sep. 2012 – Sep. 2013

Control of web-site development, paper work and other tasks.

Younger researcher, Lappeenranta-Lahti University of Technology, May. 2010 – April. 2011

Research at Machine Vision laboratory. The project's primary focus was the use of structured light patterns for a 3D reconstruction of an object's shape. I have been actively using the Matlab software and C++ programming language under Linux operating system.

Engineer of an Internet class, Internet company "Sampo.ru", Petrozavodsk, Jun. – Aug. 2007 and Jun. – Aug. 2006 (tot. 6 months)

Working with customers, cash register and performing varying office work. Assisting users in an Internet class. Making agreements with customers for providing Internet to their homes.

EDUCATION

Ph. D., Lappeenranta University of Technology, 2012 –

Major subject: image processing, shadow detection.

Master of Science, Lappeenranta-Lahti University of Technology, 2006 – 2008

Degree program: information technology; *major subject:* technomathematics, *minor subject:* information technology.

Master's thesis: Computing the persistent homology of range images with alpha shapes.

Master of Science, Petrozavodsk State University, 2002 – 2008

Degree program: mathematics; *major subject:* topology, *minor subject:* mathematics.

Master's thesis: About free products homeomorphisms.

Coursera.org courses (no certificate):

- Game Design: Art and Concepts Specialization (four courses)
- Introduction to Interactive Programming in Python (two parts)
- Introduction to Game Development (introducing to Unity)
- Python for Everybody (four courses)
- Java Programming (two courses)

LANGUAGE SKILLS

Finnish: good (upper intermediate level certificate, B2-C1) **French:** basics
English: excellent (using actively since 2006) **Russian:** mother tongue

IT SKILLS

Operation systems: Windows, Linux (excellent), Mac OS X (basics)
Software: Office tools (Microsoft and LibreOffice), Visual Studio (.NET, Code),
CAD (Microstation), Graphics (Inkscape, Gimp, Krita),
Programming: C/C++/C#, Python, Java, L^AT_EX

PERSONAL QUALITIES

Communicative, responsible, team worker, computer literate, high analytical skills, quick learner, strong interpersonal skills, adaptable

REFERENCES

Jere Heikkinen / *Finnos Oy* / CEO, jere.heikkinen [at] finnos.fi, +358 44 336 8652
Tuomo Kauranne / *Lappeenranta-Lahti University of Technology, Mathematics and Physics department* / adj. prof., lecturer, tuomo.kauranne [at] lut.fi, +358 40 530 0622
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