Denys Pustovyi

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Summary

A graduate of the Master's program at Kyiv Polytechnic Institute, focused on developing algorithms and backend logic for software applications. The Master's theses, written in Python using neural network technologies, were graded 95 out of 100. Aimed at growth in programming and creating high-quality solutions.

Education

National Technical University of Ukraine "Igor Sikorsky Kyiv Polytechnic Institute"

Bachelor's Degree in Information Systems and Technologies
09/2019 – 06/2023
Key subjects: Algorithms Theory, Software Engineering Technologies, Software Tools for Design and Implementation of Neural Network Systems, Basics of Software Development on the Java Platform.

Master's Degree in Software Engineering
09/2023-12/2024
Key subjects: Design and Research of AI-Based Software Systems, Application Development on the Jakarta EE Platform, Augmented Reality Design Software.

Skills

Programming Languages: Java, Python.
Technologies and Tools: Microsoft SQL Server, PyQt, GitHub, Jakarta EE, Neural Networks.
Additional Skills: Experienced in HTML and CSS, experience with Unity, knowledge of AR technologies, C#, C++.
Soft Skills: Ability to follow instructions, Feedback processing, Flexibility in learning, Modesty, Constructive communication, Effective work under tight deadlines, Responsibility, Continuous learning, Discipline, Active listening, Openness to new things, Information gathering, Self-learning, Systems thinking.

Projects

Application-Builder for Dataset Formation and Neural Network Training.

Description: A software application was developed individually as part of a diploma thesis. The following tasks were set and successfully completed: creating a system for automated dataset generation, developing a system for automated neural network model creation, and organizing the training process for the created models. As a result, an application was developed that facilitates the convenient creation of datasets for training neural networks in classification tasks.

Tools: Python, PyQt5, TensorFlow, PyTorch.

Outcome: Gained experience in developing user interfaces using PyQt, strengthened neural network skills, acquired experience in multithreading, and expanded Python knowledge.

Resource Access Mode: https://github.com/PDionys/DiplomProject

Text-to-Speech Application Powered by Neural Networks

Description: An individual software application was developed as part of a master's thesis. The following tasks were set and successfully completed: creating a text-to-speech generation system and developing a system for recording and editing audio for further playback. As a result, a prototype application was created that enables voice generation from text based on a recorded and edited audio track.

Tools: Python, PySide6, Coqui-TTS, Pydub.

Outcome: Gained expertise in neural network-based voice generation technologies, acquired skills in audio signal processing, and analyzed the dataset requirements for this task.

Resource Access Mode: https://github.com/PDionys/Text-To-Speech-Prototype

WebDictionary

Description: An individual web application was developed as part of a master's program course. The following tasks were set and successfully completed: creating a website on a specified topic using Jakarta EE, integrating a database, and implementing a CRUD system. As a result, a dictionary website was developed using Jakarta EE technologies.

Tools: Java EE (Jakarta EE), Enterprise Java Beans (EJB), Servlets, GlassFish, Jakarta Persistence (JPA), Jakarta Server Pages (JSP).

Outcome: Gained proficiency in Jakarta EE technologies, particularly EJB for injecting models into servlets, using servlets for back-end logic, JPA for database integration, and JSP for creating dynamic web pages.

Resource Access Mode: https://github.com/PDionys/WebDictionary

AR_Assistent
Description: A team-based AR application was developed as part of a master's program course. The following tasks were set and successfully completed: designing a User Experience Flowchart, creating Wireframes, and developing a prototype. As a result of my work, the project Wireframes were created, and the codebase for the functionality of the AR assistant, which constitutes the core part of the project, was developed.
Tools: Unity, C#, Blockbench.
Outcome: Acquired skills in using Unity and libraries for working with AR technologies. Additionally, refreshed knowledge of C# and gained basic 3D modeling skills.
Resource Access Mode: https://github.com/PDionys/AR_Assistent

Lovecraft-Mod-Fabric-1.19
Description: An individual modification for the game Minecraft was developed as part of a personal initiative to explore an external API. The following tasks were set and successfully completed: studying the new API, working with the code of an existing product, and testing personal skills in solving non-trivial tasks. As a result, a small mod for Minecraft was created, which includes a new resource for the player and the implementation of a notebook system.
Outcome: Gained expertise in the Fabric library for creating Minecraft mods, as well as studied the client-server architecture upon which Minecraft and other tools are built. Additionally, worked with rendering and audio processing systems, specifically using Audacity.
Resource Access Mode: https://github.com/PDionys/Lovecraft-Mod-Fabric-1.19

Languages
Ukrainian – Native
English – B1 Technical