

Denys Pustovyi

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Summary

Analytical thinking, a passion for coding, and an interest in new technologies. I am eager to gain experience working on large projects and continue developing my technical skills. I am motivated by achieving results and professional growth. I have experience in improving user experience and creating innovative solutions, such as a text-to-speech voice generator prototype, a Minecraft mod, and an AR assistant prototype. I seek to work in an environment that provides opportunities for learning and development. I am results-oriented and focused on achieving high-quality work.

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, C#, C++.

Technologies and Tools: SQL, PyQt, GitHub, Jakarta EE, Neural Networks.

Additional Skills: Basic knowledge of HTML and CSS, basic Unity skills, basic AR technology skills.

Projects

Application-Builder for Dataset Formation and Neural Network Training.

Description: Developed an application that facilitates the convenient creation of datasets for training neural networks in classification tasks. Additionally, the application includes functionality for creating simple neural network models using a built-in constructor.

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: Developed a prototype application for text-to-speech generation based on neural networks, as well as a simple audio file editor.

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: Developed a web application functioning as a dictionary as part of a Jakarta EE course.

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: Developed a prototype AR assistant application for Android devices.

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: Developed a small mod for Minecraft, which includes a new resource for the player and the implementation of a notebook system.

Tools: Java, Fabric, Audacity.

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 – Intermediate