

Makarov Edgar

makarov_edgar2002@mail.ru | <https://github.com/Robby-the-paladin>

Projects

- [SpaceSodomy2](#) [C++ | SFML, Box2d]

Game developed by the group of BMSTU and MIPT students. It is a 2d multiplayer space-shooter which takes all features of newton mechanics such as linear and angular inertia. My own contribution is setting up network architecture and wariting HUD library.

- [Voxel Engine](#) [C++, GLSL | OpenGL]

Voxel graphics visualizer, working over OpenGL and GLSL-shaders. Main features are octree-optimized ray-casting and parsing voxel models. My own contribution is writting octree stucture, vox format parcer, ray-casting on GLSL and camera implementation.

- [MimicGame](#) [Typescript]

University project made during summer practice. Consists of two parts: the game itself and a level editor for it. My contribution was writing AI architecture, basic mechanics and most of the code for the map editor.

- [Chipollino](#) [C++]

Interactive Chipollino converter for a visual study of the theory of automata.

- University Programming [Scheme, C, C++, go, java, assembly]

Code I wrote in terms of university studying.

Education

- **2018 – 2020:** Secondary general education, GPA: 5.0/5.0, lyceum No1, Petrozavodsk, Russia.
- **2020 – present:** Bachelor of Applied Mathematics and Information Science, Bauman Moscow State Technical University, Moscow, Russia

Skills & Experience

- **Programming languages:** C++, C, Python, Javascript, Java, Scheme, GLSL, Golang, Assembly
- **Contests:** Active programming contests participants in highschool, ICPC semi-final participant (<https://codeforces.com/profile/Makarov>)
- **Technologies:** GLSL, SFML, OpenGL, Box2d
- **Math:** Mathematical Analysis, Lineal Algebra, Analytic geometry

Languages

- **English (B2)**
- **Russian (native)**