

- ☆ Grenoble, France
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I am a student of UGA Ensimag on the 2st year of master degree, studying distributed systems and parallel algorithms. Used to C/C++. Have a background in compilers, keen on functional languages. Currently looking for 6-month internship for the next semester (starting from February 2025).

EDUCATION

Master of Science in Informatics at Grenoble

- Université Grenoble Alpes
 - 2023 present **=**

Bachelor of Applied Mathematics and Information

- Bauman Moscow State Technical University
 - 2020 **−** 2023 **昔**

High school

- Lyceum 40, Nizhniy Novgorod
 - 2018 2020 🗯

PROJECTS

Formal Language Converter

Study project on Formal Language Theory. Processes regular expressions and finite automata an generates a step-by-step description of all transitions in LaTeX

• C++ • LaTeX

github.com/StarikTenger/Chipollino 🧿

PathTracing

Rendering realistic images using path tracing. My coursework on the topic of Computer Graphics

● C++ , ● GLSL

github.com/StarikTenger/PathTracing •

Online Space Shooter

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

• C++ • SFML • Box2d

github.com/StarikTenger/SpaceSodomy2 •

PERSONAL INTERESTS

🗣 Electric guitar) (🗣 Composing music)

Game jams



WORK EXPERIENCE

TIMA Lab, Grenoble INP

Approaching automatic proofs for Chisel high level descriptions of digital circuits

- Grenoble, France
- February-June 2024
- Isabelle/HOL Chisel Haskell

Huawei - research lab

Optimization of video memory consumption by compressing images in Mesa3D driver

- Nizhnii Novgorod, Russia
- O C O Mesa3D

Python backend developer

Worked on university contest platform during summer practice. The platform is now used by BMSTU students

- Moscow, Russia (remote)
- **Summer 2022**
- PythonFlaskHTML

SKILLS

Programming languages

- C/C++ Python Haskell OCaml JS
- JavaGolangAssembly

Technologies

Skills

- Mathematical AnalysisLineal Algebra
- CryptologyFormal Language Theory
- Operating systemsComputer Graphics

LANGUAGES

- English (C1)
- OO French (Beginner)
- Russian (Native)