Andrei Ilin

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https://github.com/stariktenger

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 writting the whole server architecture and containing leadership over the project.
- Voxel Engine **[C++, GLSL | OpenGL]**
  Voxel graphics visualizer, working over OpenGL and GLSL-shaders. Main features are octree-optimized raymarching and parsing voxel models.
- RayMarching **[C++, GLSL | SFML]**
  Raymarching on shaders, but rays follow parabolas instead of streight lines.
- MimicGame **[Typescript]**
  University project made during summer practice. Consists of two parts: the game itself and a level editor for it. My contribution was setting up project architecture and organising workflow using **trello**.
- University Programming **[Scheme, C, C++, go, java, assembly]**
  Code I wrote in terms of university studying. Some remarkable projects:
  - stack programming language interpretor on scheme
  - big number computation on assembly

Education

- **2018 – 2020**: Secondary general education, GPA: 5.0/5.0, lyceum No40, Nizhniy Novgorod, 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
- **Technologies:** GLSL, SFML, OpenGL, Box2d
- **Math:** Mathematical Analysis, Lineal Algebra, Analytic geometry

Languages

- **English (C1)**
- **Russian (native)**

Hobbies

- **Music:** leading a band, playing electric guitar, writting own arrangments
- **Drawing:** doing sketches on graphic tablet, attempting at pencil drawing