

Vitaliy Vorobyov

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Education

BSc in Computer Science at Ukrainian Catholic University

September 2017 - Present (Expected graduation year 2021)

Work Experience

R&D Engineer Intern at SoftServe (Lviv, Ukraine)

May 2019 - Present

Responsible for developing AR driver assistant using Magic Leap glasses.

Technologies:

- Unity, Magic Leap API, OpenCV, C#, Python

Full-Stack Developer at We Challenge (Kyiv, Ukraine)

June 2018 - September 2018

Responsible for developing web platform for one of the biggest European developer competitions "Dev Challenge".

Technologies:

- Front-end (React.js)
- Back-end (Python Django, PostgreSQL, Django REST)

Hard Skills

Upper-Intermediate:

Python, JavaScript, HTML/CSS, SQL, Git, Bash

OOP, Algorithms and Data Structures, Principle of Computer Organization, Parallel Computing, Linear Algebra, Probability & Statistics

Intermediate:

Java, C/C++, C#, Microcontrollers (Arduino, STM), Unity
Computer Vision

Experience

Volunteer:

Lviv IT Arena
Lviv GameDev Conference

Competitions:

Google Hash Code 2018, 2019

Hackathons:

1 place on FRI Jam Weekend

Developed survival game on mars using Unity

1 place on DeHack 2018 at Lviv

Web platform for solving the problems of the city initiative

Soft Skills

Communicable
Fast learner
Good team player
Problem Solver

Languages

English - Fluent
Russian - Fluent
Ukrainian - Native

Projects

Face Recognition System

March 2019 - May 2019

An implementation of simple face recognition system using eigenfaces algorithm

Technologies:

- Python, Opencv, Linear Algebra

Bionic Prosthetic Hand

September 2018 - Present

the prototype development of the human hand prosthesis, which can read data from the remains of the muscles on the limb and, with the help of this data, control the prosthesis.

Technologies:

- STM32F4 as microcontroller
- selfmade EMG sensors
- C

VR Game “Feuerwehr”

October 2017 - May 2018

Developing a virtual reality game for the HTC VIVE platform. The main idea was to simulate a firefighter in a virtual reality.

Technologies:

- Unity, C#
- HTC VIVE

VR Museum of classical music

September 2017 - December 2017

Created a web application to listen musical works of famous classical composers and to see the style of those time periods in virtual reality. The main idea of the project was to combine art and virtual reality and show people that VR can give them new opportunities in learning the art.

Technologies:

- Google cardboard (Google daydream in later version)
- Javascript and Mozilla A-frame framework
- Cinema 4D for 3D modelling