

Sergii Chornozhuk
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PROFILE

A senior student who loves algorithms and mathematics. Have a work experience in algorithmic team(since August 2014). Fond of interesting programming challenges. Also love analytical geometry. Learn fast, not afraid of difficulties and hard work. Definitely like communicating with people. At free time like solving different algorithmic problems.

WORK EXPERIENCE

Materialise internship (Materialise C++/algo academy)

April 2014- July 2014

Materialise (C++ Software Developer, algorithmic team)

August 2014 - Present

PROJECTS

TEAM PROJECTS	PERSONAL PROJETS
<ol style="list-style-type: none">1) Was one of developers of "Park simulator game" at Materialise academy. Briefly, that was a visualized game where you had to create an attractive landscape and afterwards observe people who appeared. The most exciting task for me was developing an efficient picking algorithm.2) Developed a lot of algorithms at Materialise. For me most interesting were:<ol style="list-style-type: none">a)Modifying the algo that increases quality of the triangulation of 3D model(preservation of needed triangles' vertices was added)b)Marking tool for models(implementation of "lasso-area marking" for model entities. The functionality should work like in Paint(mark model entities inside the printed lasso))	<p>From interesting projects I can mark:</p> <ol style="list-style-type: none">1)Created "Tower defense" game(C++, Visual Studio, OpenGL).2)Created "Arcanoid" game(C++, Visual Studio, OpenGL).3)Created a primitive on-line shop to sell flowers and potters. (PHP, HTML, CSS, SQL)4)A plenty of different small university projects(C++).

EDUCATION

Taras Shevchenko National University, Kyiv, Ukraine

Bachelor of Applied Mathematics, Cybernetics Faculty – gained,

July 2014

Master of Applied Mathematics, Cybernetics Faculty – currently gaining

**September
2014 – July
2016**

Epam, Kyiv, Ukraine

Java programming Courses(Java Core)

October 2013 – January 2014

SELF-EDUCATION

Coursera, Princeton University Online Lectures

Algorithm and Analysis

Read different articles about algorithms, mathematics (analytical geometry, discrete mathematics, theory of probability)

Often solve interesting algorithmic problems.

AWARDS

The winner of Olympics in Mathematics (regional level) at high school.

The winner of Mathematical competition (country level) at high school.

SKILLS

- C++ (Microsoft Visual Studio) – 5 years - knowledge of C++ 11 (lambda, std::function, smart pointers, auto, unordered_set, unordered_map), multithreading(std::thread, OpenMP), goof knowledge of STL
- Java – 6 months of coding
- PHP, SQL, HTML, MAPLE – less than 3 months
- English
- Good communication skills