G.V. SYTOV

SOFTWARE ENGINEER

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EDUCATION

B.Sc: Computer Science, Minor in Mathematics — **SEP 2017 – MAR 2020**
Portland State University – Portland, OR

- Honors: *summa cum laude* (GPA: 3.93/4.0)
- Coursework highlights:
  Internetworking Protocols, Numerical Analysis, Computational Structures, Advanced Programming w/ Java, Applied Statistics for Engineers, Cryptography, Analytics & Data Science

WORK EXPERIENCE

Software Developer Intern — **MAY 2019 – AUG 2019**
Google Summer of Code 2019
Computational Geometry Algorithms Library (CGAL) Project – Portland, OR (Remote)
`C++ 11, OOP, Quadratic Programming, Generic Programming`

- Developed the Generalized Global Regularization package for CGAL under the supervision of Dr. Dmitry Anisimov
- Implemented the shape regularization algorithm for the application of various geometric primitives based on user-defined types of regularization and methods for querying neighbors
- The package comes with classes that work on 2D segment sets
- Project link: https://github.com/CGAL/cgal/issues/4170

PROJECTS

Perception: Closed Captioning Project for AWS Elemental Live — **JUN 2019 – DEC 2019**
`Python 3.7`

- Headless web application for encoding caption data to CEA-608 byte pairs and logging the data as JSON to a file
- Carried out research, design and development as part of an Agile team
- Main researcher of CEA-608 in a 8-member team
- Created byte pairs by hand, as well as programmed the core functionality for constructing byte pairs
- Project link: https://github.com/capstone-team-a/Perception

SKILLS & QUALIFICATIONS

Programming Languages: C, C++, Java, Python, JavaScript, R, Bash, SQL
Databases/DBMS: MySQL, PostgreSQL, Cloud SQL
Tools: git, vim, gcc, g++, gdb, valgrind, make, cmake, doxygen, jUnit, maven, mockito, Javadoc, Java EE, Google Cloud, Spring Boot
Operating Systems: UNIX/Linux, macOS, Windows, xv6
Proficient in: Object Oriented design, generic programming, Test Driven Development, REST, TCP/IP
Familiar with: Quadratic programming, Boost C++ library, socket programming, multi-threading, concurrency control, microservices