Ata Altyyev

209-446-7533 | altyew44@gmail.com | github.com/ataha322

EDUCATION

University of California, San Diego

La Jolla, CA

Bachelor of Science, Mathematics and Computer Science, GPA: 3.6

Expected January 2024

• Relevant Coursework :

Computer Graphics, Advanced Data Structures and Algorithms, Systems Programming (ARMv8 Assembly), Digital Systems/RTL design, Computation Theory, Mathematical Logic, Computability, Algebraic Combinatorics.

• Self-taught :

Kernighan & Ritchie, The C Programming Language Anderson and Dahlin, Operating Systems - Principles & Practice.

• Objective: Graphics Software, Graphical Computations, Game Engine Middleware.

Work Experience

University Research - Embedded Systems & Tiny ML

September 2022 – Present

University of California, San Diego

San Diego, California

- The research in ultra-low power embedded systems of a very small area that perform edge computations in ML models of size of several kilobytes.
- Instruments used: TensorFlow, Keras, Python. Trained Fashion MNIST dataset via CNN classifier, which later upgraded to a separable CNN.

Projects

Rendering | Real time rendered graphics

August 2022

- Real time rendered graphics using C++, SFML, OpenGL.
- This is a part of my learning of OpenGL, guided project. Implemented a moving camera, randomly generated buildings, fog, built a texture cube.
- Technical significancies lied in bitwise operations and geometry calculations.
- https://github.com/ataha322/opengl-render-city

Gravity box | 2D Gravity simulation

July 2022

- 2D planet gravity simulation. Moon rotates around its planet where planet is a movable object to demostrate changes in inertial and accelerated frames.
- Used C++ and SFML library to implement two key objects: planet and its moon. Gravity calculations are made in the moon object, with planet object passed in. Planet is movable, simulation is resettable, window frames are
- https://github.com/ataha322/newtonBox

Planner | Web-application

June 2022 – Aug 2022

- Planner/Calendar/Notepad application. Initially implemented as a web app but will be ported on android. The structure is simple: User-Task interaction. Task modules communicate with user modules through binded UserId's, which allows to store multiple users with their private tasks. Features implemented: registration, login, sort and search, deadline counting, email verification, authentication.
- Wrote the backing code with Golang due to the use of the GORM library and use of concurrency with goroutines.
- Packaged this program into the docker container for its easy portability.
- Stored data in MySQL tables. Cached and encrypted the data with Redis and JWT respectively.
- Frontend was implemented with the use of VueJS, Nuxt.js, and Vuetify.
- Group Project: backend Ata Altyyev (me), frontend Boris Ryabov. https://github.com/ataha322/planner.xyi https://github.com/dzodkin33/planner-front

TECHNICAL SKILLS

Languages: C/C++, , ARM Assembly, Golang, Java, Python, Pascal.

Libraries & API: Redis, Gorm(MySQL), OpenGL, SFML, Fiber, JWT, Stripe.

Developer Tools: Docker, GDB, Valgrind, Linux, Git, bash & make scripts, RaspberryPi (C-code, ARM-code), IATEX. Skills: ASM reverse engineering, Golang TDD, Matlab/Numpy.

Miscellaneous: Burnt serial programmer by connecting two power sources, DVD-like bouncing screensaver.