Baidusenov Timur

Born: September 20, 2005

Sarov, Russia

Currently: Dolgoprudny, Russia

baidiusenov.tb@phystech.edu

+7 (905) 869-13-03

Scientific interests

- C++, C
- Compiler technologies
- RISC-V

Strengths

Focus, Discipline, Communication, Ambition.

Education

MIPT DREC

Dolgoprudny, Russia

Second-year student, Applied Mathematics and Physics

GPA: 8.9 / 10.0

Learning Experience

2023-2024 **System programming & compiler technology course**

Huawei, Ilya Dedinsky's course

2024-2025 **Basic course of programming in C++**

Yadro, Konstantin Vladimirov's course

Technical Skills

Programming Languages:	C++, C, Python
Development Tools:	Git, Linux, GDB, Assembly, LaTeX
	Cmake, Conan, Docker, Github Actions
Technologies & Libraries:	Google Test, OpenGL, OpenCL, Flex, Bison
Hardware & CAD:	SolidWorks, EasyEDA, ESP32

Languages

Russian - Native Proficiency

English - B2

Projects

- **ParaCL** - Custom interpreted language with C/Python syntax. Frontend: Flex/Bison, AST generation, interpreter runtime.
- **TrianglesGL** - OpenGL-based 3D visualization of triangle intersection algorithms. GPU-accelerated rendering with real-time transformations.
- **MatrixChain** - Optimized matrix chain multiplication using dynamic programming. Includes a custom memory-efficient matrix class.
- **AVLTree** - Self-balancing AVL tree implementation for segment queries. Supports insertion, deletion, and logarithmic time range queries.

All projects implement CMake-based builds with Conan packaging deployed to a custom repository (ConanPackages). Some internal packages from this registry for component integration.

Last updated: March, 2025.