

# ARSENY MOROZOV

Senior C++ Developer, 6+ years of experience • GMT+4 • [ars.morozz@gmail.com](mailto:ars.morozz@gmail.com) • +37494141790 • [Linkedin](#) • [Github](#)

## About

**Senior C++ Developer** with 6+ years of experience, including 2 years as a **team lead**, delivering high-performance solutions in Scrum environments. Specialized in C++ (C++14/17/20), multithreading, and low-latency programming for 3D modeling, rendering, and geometric processing. Proven track record of optimizing system performance, reducing bottlenecks, and mentoring teams to meet client needs. Skilled in CI/CD pipelines, unit testing, and clean code practices, with a passion for building visually stunning applications.

## Skills

**Languages:** C++ (C++11/14/17/20), Visual C++, C, Typescript, Javascript, Python, Bash, WASM

**Algorithms:** Competitive programming, linear algebra, geometry, mesh processing, signal processing

**OS:** Windows, Linux

**Tools:** Git, Subversion, Mercurial, SVN, Visual Studio, GCC, CMake, conan, MSVC, Gitlab, emscripten, Docker, ffmpeg, Windbg, Ghidra, IDA, Jira

**Frameworks/Libraries:** STL, Qt, QML, Win32 API, Vue.js, three.js, OpenGL, Vulkan, WebGL, VTK, Assimp, OpenMesh, XML, JSON, WebSocket

**Concepts:** CAD, CAM, OOP, Debugging, Design Patterns, Performance Optimization, Code review, Unit Testing, CI/CD, RESTful APIs, TCP/IP, Agile, Scrum, UML, Networking, Windows Internals

**Language Skills:** English fluent, Russian native

## Experience

### LEDAS

Feb. 2023 - Present, 2+ years

*Senior C++ Developer, Team Lead*

- Developed a 3D object animation interpolation system for visual demonstration of potential treatment outcomes, increasing customer product sales by 31.5%.
- Implemented an automated mesh segmentation algorithm, reducing users' manual editing time by more than 52.3%.
- Designed a build system to compile C++ code into WebAssembly modules, facilitating efficient reuse of over 42% of the codebase and accelerating application migration from desktop to web.
- Led and mentored a team of 3 developers, fostering a productive team environment.

**Technologies:** C++, Typescript, WebGL, Python, CMake, Emscripten, WASM, OpenMesh

### AUTODESK

Sep. 2020 - Feb. 2023, 2.5 years

*C++ Developer*

- Implemented custom 3D view controls for the manipulation of 3D objects, resulting in a 24.2% reduction in customer costs for technician labor.
- Created a UI tool for visual geometry comparison, boosting user productivity by decreasing average case processing time from 20 minutes to 14 minutes.
- Implemented an automated geometric constraint solver algorithm, reducing user time expenditure by 12%.
- Enhanced the mesh morphing algorithm, improving the automatic processing rate of test cases from 83% to 89%.

**Technologies:** C++, Qt, CMake, Typescript, Vue.js, three.js

### CORETECHNOLOGIE

Jun. 2019 - Sep. 2020, 1.2 years

*C++ Developer*

- Optimized a mesh-to-mesh distance calculation algorithm, reducing computation time by 74% and enabling seamless interactive use of a 3D tool.
- Optimized page loading by profiling and resolving performance bottlenecks, boosting load speed by over 64.7%.

**Technologies:** C++, Javascript, Qt, QML, WebSocket

## Education

**Novosibirsk State University**

Novosibirsk

Master of Science in Computer Science

2021

GPA: 4.9/5

**Novosibirsk State University**

Novosibirsk

Bachelor of Science in Computer Science and System Design

2019

GPA: 4.9/5