

Michael Tsukanov

C++ DEVELOPER · BACKEND DEVELOPER

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Навыки

Computer Graphics	C/C++, GLSL, Vulkan, OpenGL
Backend	Go, Python, Docker, PostgreSQL
General	Linux, systemd, Make, CMake, Bash, Valgrind, gperf, gtest
Languages	Russian (Native), English (B2), German (B1)

Experience

Desbordante

C++ DEVELOPER

Remote

March 2024 - present

- Implementation of modern data analysis algorithms
- Making HyFD algorithm parallel
- Python bindings
- Experience with STL, Boost, Git, gperf, Valgrind
- C++, Python, Make, Bash

KRBL x MARAKU

BACKEND DEVELOPER

Saint-Petersburg, Russia

July 2023 - March 2024

- Software for embedded registrar
- Server side of registrar management web-app
- Go/Python/Git

Extracurricular activity

Graphics programming

2021 - 2023

- Deep understanding of C/C++, OpenGL and Vulkan
- Practice of linear algebra and analytic geometry
- 2 group projects (Graphics engines for desktop applications in C/OpenGL and C++/Vulkan)
- 3 personal projects (C/OpenGL - basic 3D graphics, C++/OpenGL - raytracer, C++/Vulkan - basic C++ and Vulkan)
- Participation in conferences
- Experience of programming in a team

Personal projects

- Linear algebra library for graphics applications
- Improvements of open-source window management library
- Graphics engine in C++/Vulkan.hpp

Education

SPBU

BACHELORS DEGREE IN "FUNDAMENTAL CS AND IT"

Saint-Petersburg, Russia

2023 - 2027

Phys-Math Lyceum #30

HIGH SCHOOL

Saint-Petersburg, Russia

2021 - 2023

- CGSG computer graphics course

Honors & Awards

2023 **Award for rendering system**, The Kolmogorov Readings

Moscow, Russia