Dmitry Zamkov

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SUMMARY

Independent computer scientist; strong grasp of theory; experience developing applications in multiple paradigms

EDUCATION

University of Illinois at Champaign-Urbana
2013 - May 2016
BS in Computer Science, GPA 3.98

EXPERIENCE

Intern Software Developer, Intentional Software

Bellevue, WA — Summer 2015

"Intentional is building an innovative software platform that will transform application development.We think all software should support real-time collaboration, natural input, rich game-like graphics, large datasets and intuitive UI"

IT Intern, Venuity Healthcare

Newport News, VA — 2009 - Present

Independently developed software and customizations as needed by the company; currently maintaining discrepancy database, employee time-tracking software and document management system.

CS Mentorship, College of William and Mary

Williamsburg, VA — 2012 - 2013

Worked with Qun Li, a professor of Computer Science, to create a cryptographic library in C
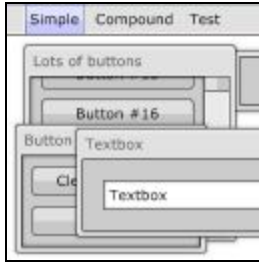
SKILLS

C#, F#, Java, Haskell,
Javascript, SQL,
C++, C, Assembly (IL, PIC)
Linux, Windows
Git, Subversion
Desktop/Web Applications
2D/3D Visualizations in OpenGL

COURSEWORK

Formal Software Verification
Systems Programming
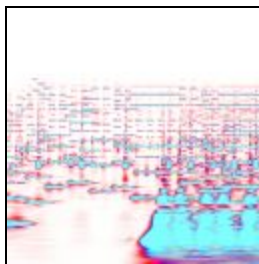User Interface Design
Database Systems
Machine Learning

PROJECTS

OpenTKGUI
C#, OpenGL

A lightweight GUI toolkit built in OpenTK. This library can be used to add menus and windows to 3D games and applications

MD
C#, F#, C++

Creates interactive spectrogram representations of sounds and music. Uses libavcodec to import a variety of file formats
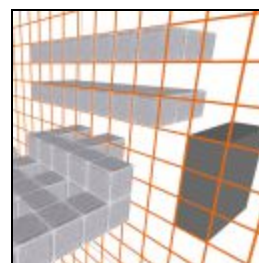

Hailstone
C#, OpenGL

A tool for visualizing the hailstone sequence (and other numeric sequences) as a 2D graph

PunchClock
C#, WinForms, SQL

An employee time tracker with an interactive timeline display for the manager. This proprietary system is currently in use at Venuity Healthcare.

3Life
HTML, JavaScript, WebGL

Web-based 3D "Voxel" editor and cellular automata simulator.

XChess
C#, OpenGL

A 3D chess game that allows the user to play against an AI opponent.