Dmitry Zamkov

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EXPERIENCE

Software Developer, Epic

Verona, WI — July 2016 - present

Collaborated with team members to research, design and implement solutions for HL7 data exchange, which were evaluated by a third party as part of a certification process. Took ownership of the outgoing ePrescription component. Developed internal tools to assist in testing and debugging.

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 — Summer, 2009 - 2014

Independently developed software and customizations as needed by the company, including a discrepancy database, employee time-tracking software and a 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#, Java,
Haskell, OCaml, F#
Javascript, Node, SQL
C++, C, Assembly
Linux, Windows
Git, Subversion
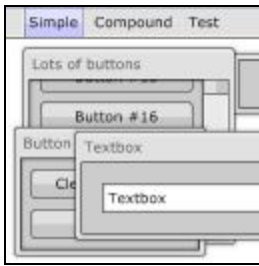Desktop/Web Applications
2D/3D Visualizations in OpenGL

EDUCATION

May 2016
B.S. Computer Science
University of Illinois at
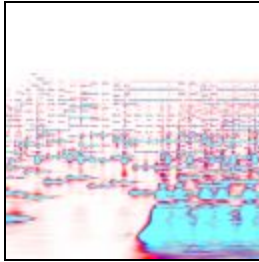Urbana-Champaign
Highest Honors (GPA 3.98)

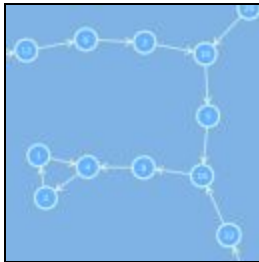# PROJECTS

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
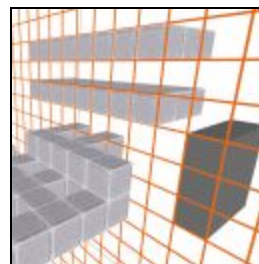
PunchClock
C#, WinForms, SQL

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.