# Dmitry Inyutin

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## Education

Bachelor in Applied Mathematics and Computer Science

Moscow Institute of Physics and Technology,

Department of Innovation and High Technologies.

**2016 - 2020**

## Work experience

### Intern at Yandex

**Current**

Work as backend developer at the video streaming department.

Implemented logic to release computing power, which allowed to reuse about 40% of machines.

Developed API for internal services.

### Assistant at MIPT

**Spring 2019**

Assisted with the "Theory and Practice of Concurrent Computing" course.

Reviewed students' homework and clarified concepts from seminars and lectures.

## Knowledge of programming languages

Python

Work on distributed highloaded service. Wrote small game and some scripts.

Familiar with asyncio, tornado, pygame and main math libraries.

C++

Actively use ir for educational projects. Familiar with standard containers and synchronization primitives.

Also experienced in Java, JavaScript and Go.

## Participation in hackathons

Cryptobazar,  Moscow, September - December 2018                                    Winner

Various applications related to blockchain: pair encryption,

mobile crypto-wallet, virtual machine for WebAssembly.

Global Changers 2, Moscow, March 2018                                              Winner

Web service that creates interactive Customer Journey Maps.

## Projects

ViBoard

The project that grew out of hackathon Global Changers 1. It was a video service where all the data was stored distributed on the IPFS network. We tried to build a community based economy. Every day a certain number of new coins, which were distributed to the most active users in a day, appeared. We supposed coins cost would to be ensured by the popularity of the platform, but the project didn't took off.

CASPaxos

CASPaxos is a distributed register without a log.

The main idea of CASPaxos is an attempt to replicate the state of the register, not the log. I wanted to figure out how it works and wrote my little implementation.

TinyFileSystem

Toy file system model. All the information is stored in one file and access to it is provided through a special application-interface. I have implemented all the basic commands for working with folders and files.