OBJECTIVE

A Computer Engineer, with a passion for various types of technologies such as: digital circuits, graphics design, web development, and more. As well as a problem solver and critical thinker.

CONTACT

PHONE:
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PROGRAMMING SKILLS

C/C++	★★★★☆
JavaScript	★★★★★
HTML/CSS	★★☆☆☆
Python	★★★☆☆

LANGUAGE SKILLS

English	★★★★★
Russian	★★★☆☆

SOFTWARE SKILLS

Linux	★★★☆☆
Windows	★★★★★
Micros. Office	★★★★★
Autodesk	★★★☆☆

JOSEPH MURATOV

Computer Engineer

EDUCATION

CUNY City College of New York
August 2016 – June 2021
Bachelor of Engineering, Computer Engineering

WORK EXPERIENCE

LineupApp, Software Engineer Intern
January 2020 – September 2020
Exploited React-Native to create cross-platform features efficiently and used mobx to create an application which sped load times. Used express.js and mysql for the backend. Incorporated socket.io to Realtime application

PERSONAL PROJECTS

Slack Clone
A replica of the original slack created in 6 hours using react.js for the frontend and firebase for the backend. In this project I learned how to use firebase and mastered react

Epoch Graphics Engine
A cross platform graphics engine built using OpenGL and other libraries using C++17 features. In this project I honed my skills in C++, started a journey in the graphics world with OpenGL.

Drone Sensing Application
Created a desktop application that can load csv data collected from a drone, that senses toxicants, into a heatmap. In this project I learned how to use electron, google maps API, and getting data from a sensor using python, plus we build a drone.

MIPS LITE Processor
This project was the final project for my Computer Organization class. This project was build using VHDL and simulated on a FPGA. Here, I honed my skills in VHDL which we learned during the semester and built a LITE version of the 32-bit MIPS processor, here I learned about various instructions, the ALU, big/little, endian and so much more.