Dmitrii Abramov

Software Engineer

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Education

2016-2020 **Higher School of Economics**, Saint-Petersburg, Russia
Bachelor of Science in Computer Science (Graduating in June 2020)

Work experience

Summer 2019 **Deutsche Bank Technology Centre LLC**, Saint-Petersburg, Russia
Software Engineer (intern)

Designing, creating, and enhancing testing tools for several Bank projects.

Technologies: Java, Kotlin, Groovy, Spring, Apache Kafka, Oracle DB, Cucumber BDD

October 2018
May 2019 **Keentools Ltd**, Saint-Petersburg, Russia
Software Engineer

As part of KeenTools team, I was implementing a version of the PinTool plugin for Adobe After Effects. I implemented integration with After Effects, custom rendering engine, and positioning system for 3D models.

Technologies: C++, C, OpenGL, Adobe After Effects Plugin API, CMake

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2017 - Now **Summer Informatics School (lksh.ru)**, Russia
Software Development Tutor

Teaching Python, algorithms, and data structures to high school students.

Projects

Spring 2019 **Intelligent production scheduling service**
Hackathon, Biocad CJSC

I participated in Hackuniversity (All-Russian University Hackathon). The project of my team was creating a tool for production schedule optimization and schedule management for biotechnology. I implemented data processing, schedule building algorithm, backend in Python, and deployed it in the cloud along with Postgres.

Technologies: Python, Flask, AWS, Postgres

Spring 2018

Dota Deep-RL with demonstrations (github)
Research project, IntelliJ Labs Co. Ltd. (JetBrains Research)

This is a research project about how deep reinforcement learning with demonstrations applies to a complex environment like the Dota 2 game. I implemented deep neural networks in Python with Tensorflow and a machine-learning models training framework for the Dota 2 game in Lua and Python with Flask for the server-side.

Technologies: Python, Flask, Tensorflow, Neural Networks, Lua

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Fall 2017

CityQuest (github.com/karvozavr/CityQuest/)
Team Software Project

This is a service for outdoor city quests. I was responsible for managing the teamwork process and implementing the Android application for quests. I used Google Auth for user accounts system and Google Drive API for storing and sharing user progress. The app supports various types of quest tasks and it's functionality can be easily extended. The entire app is implemented using Java and Android API.

Technologies: Java, Android, Python, Django, KotlinJS, Google Drive API, Google Maps API

Spring 2017

ROS Map Generator (github.com/karvozavr/ROS-Map-Generator)
Open-Source

I implemented a tool for generation of random maps, which represent environment used for robots' navigation systems in ROS project (open source robotic software). Generated maps are being exported to a specific format that can be used with ROS map server. The resulting generator tool can be used for SLAM algorithms testing.

Technologies: C++14, CMake, ROS

Skills and Technologies

Programming Languages:
Java, Kotlin, Python, SQL, C++, C, Haskell.

Technologies:
Spring, Linux, Docker, Git, Cucumber BDD, AWS, Tensorflow, Flask, Android, Jenkins.

Languages:
Russian (native), English (fluent), German (elementary).