

Dmitrii Abramov

SOFTWARE ENGINEER

location: Saint-Petersburg, Russia
phone / telegram: +7 999 227 15 45
e-mail: dmitrii.abramov@outlook.com
GitHub: github.com/karvozavr
LinkedIn: linkedin.com/in/dmitriy-abramov

Education

2016-2020 **Higher School of Economics**, Saint-Petersburg, Russia
Bachelor of Science in COMPUTER SCIENCE

Work experience

Summer 2019	Deutsche Bank Technology Centre LLC , Saint-Petersburg, Russia <i>Software Engineer (intern)</i> 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 <i>Software Engineer</i> 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
2017 - Now	Summer Informatics School (lksh.ru) , Russia <i>Software Development Tutor</i> Teaching Python, algorithms, and data structures to high school students.

Projects

2019 - 2020	HLDiff - a new approach to source code differencing (github) <i>Research and Development project, JetBrains Research</i> As my Bachelor thesis project, I developed a new tool for source code differencing. It is based on a novel language-independent algorithm and generates high-level changes representations which may make the code review process more effective. Generated changes representations are aware of the code structure and operate on a programmer's level of abstraction. Technologies: Kotlin, Java, Typescript, Angular, Spring
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Spring 2019	Intelligent production scheduling service <i>Hackathon, Biocad CJSC</i> <p>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.</p> <p>Technologies: Python, Flask, AWS, Postgres</p>
Spring 2018	Dota Deep-RL with demonstrations (github) <i>Research project, JetBrains Research</i> <p>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.</p> <p>Technologies: Python, Flask, Tensorflow, Neural Networks, Lua</p>
Fall 2017	CityQuest (github.com/karvozavr/CityQuest/) <i>Team Software Project</i> <p>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.</p> <p>Technologies: Java, Android, Python, Django, KotlinJS, Google Drive API, Google Maps API</p>

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), French (elementary).