Dmitrii Abramov

Software Engineer

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Education

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

Work experience

Summer 2019 **Deutsche Bank Technology Centre**
Software Engineer (intern)
Designing, creating, and enhancing testing tools for several Bank projects.
I worked with such technologies as Spring, Apache Kafka, Oracle DB, Cucumber BDD, Angular.

2017 - Now **Summer Informatics School**, Russia
Teacher
Teaching Python, algorithms, and data structures to high school students.

Projects

April-May 2017 **ROS Map Generator** (github)
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. The project is implemented in C++14.

Fall 2017 **CityQuest** (github)
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.

Spring 2018 **Dota Deep-RL with demonstrations** (github)
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 training framework for the Dota 2 game in Lua and Python with Flask for the server-side.

October 2018 - May 2019 **After Effects PinTool plugin**
As part of KeenTools team, I implemented 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.

Spring 2019 **BIOCAD intelligent production scheduling**
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 (AWS) along with Postgres DB.

Skills and Technologies

Used in projects:
Java, Kotlin, Spring, Python, SQL, C++.

Familiar with:
Scala, Haskell, OCaml, C, Bash, Android, x86 Assembly, Go, JavaScript, HTML/CSS, AWS.

Tools:
Docker, Git, Cucumber BDD, Tensorflow, Linux, Jenkins, LaTeX.