Salavatov Ilya

19 years old

Contact

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Almaty, Kazakhstan

Scientific Interests

- 3D Reconstruction
- Map Representation
- Machine Learning

Soft skills

Communication Curiosity

Critical Thinking Team Player

Research Attention to detail

Hard skills

</> Python, C++, SQL, C Sharp, Java, JavaScript

Unity, Unreal Engine, Blender, ZBrush, Wrap/ZWrap

Spark, Git, etc

Languages

English ☐☐☐☐

Russian ☐☐☐☐☐

Kazakh ☐☐

About Me

3D Graphics   2016-2017

In his free time and during the summer holidays he was engaged in the development of games: 2d platformer, sandbox and indie horror. I developed for them my own concept of models and their rendering.

Programming   2017-Nowhere

I created neural networks for object recognition, pose and actions estimation. I also programmed the reconstruction of the area in 3D.

Projects

- "Taskee" - social networking service (mobile app and website)

- "Nearest clinic" - according to data from the smartwatch, can show the way to the nearest point of assistance or call an ambulance (mobile app)

- "Loud Mountains" - indie horror

- "Virtual Earth" - everyone can upload a video with a walk somewhere and then see the full 3d reconstruction model of the area

- "Handrick" - Python program that recognizes bullying according to data from cameras

- "Sancho Panza" - small robot cart that follows a human. carrying heavy loads