OLES GEDZ
C++ DEVELOPER

Github:
https://github.com/olesgedz/

Email:
gedzoles@gmail.com

Phone:
+7(985) 948-98-42

Profile

Age: 24 years
I am studying at School 42, a computer graphics course. I have experience in leading a team of five people. I strive to gain new knowledge and implement my skills.

Achievements

Computer graphics
Creating a graphical editor based on path tracing technology.

School 42
Creation of projects such as: Ray Tracer, Rasterizer, Raycaster engine, Voxel engine.

Unity
- Participation in several projects of independent studios.
- Creation of a VR application for the practice of public speaking using data read from neural interfaces.
- Development of a VR platform for laboratory activities in university MEPhI.

Work experience

University MEPhI Unity VR/AR Developer	2020 - present
School 42	2019 - present
Code Class Programming C#, Unity and Mobile Development teacher As a result of the training: the students created games of different genres using Unity.	2017 - 2018
MovieQuest Electrcal engineer Designer and responsible for the assembly and operation of the quest rooms. Designed and assembled three attractions.	2014 - 2015

Programming languages

C	C#
C++	Python

Technologies :

OpenCL	Unity XR	Docker
OpenGL	Unity Mars	Git
Vulkan	Oculus intergration	IBM Fabric
Threads		
SDL		
Tensorflow		

Education

School42 — **9.67 LVL**
English - C2.
Incomplete higher education after two years of study at NUST MISIS, "Electronics and Nanomaterials".

Additional education Courses :

Participation in the HSE summer school "Цифровая трансформация благотворительного сектора"

Coursera C++ by Moscow Institute of Physics and Technology, Yandex & E-Learning Development Fund
UC San DiegoX: CSE167x Computer Graphics by Ravi Ramamoorth
Computer Graphics with Modern OpenGL and C++ by Ben Cook