



# OLES GEDZ

JUNIOR C++ DEVELOPER

## ACHIEVEMENTS

- School 42 | September 2019 - Present**
- Learning computer graphics
  - Finished my own Ray Tracer, Rasterizer and Raycaster engine.
  - Spearheads of 5 developers.
- Laboratory of MiSiS | October 2015 - December 2017**
- Helped with developing prosthetic arms as electrical engineer of a team.
  - Project got funded on boomstarter.

## EDUCATION

- School 42 | September 2019 - Present**
- Courses:**
- UC San DiegoX: CSE167x Computer Graphics by Ravi Ramamoorthi
  - The Complete iOS 9 Developer Course by Rob Percival
  - Computer Graphics with Modern OpenGL and C++ by Ben Cook
  - Unity 2016 Game Development by Mark Price

## LANGUAGE SKILLS

Russian: native speaker  
English: C1 Advanced level of English

## CONTACT DETAILS

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LinkedIn: @olesgedz

## MY REFERENCES

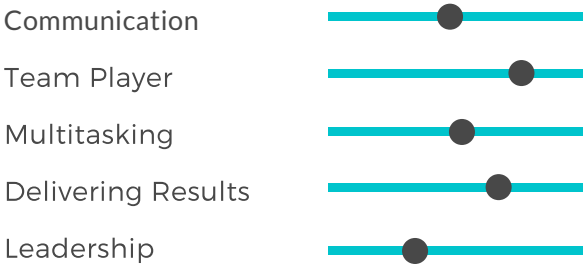
Github: <https://github.com/olesgedz>  
Facebook: <https://www.facebook.com/gedzoles>



## PROFILE

I am a C++ developer who is self-motivated and eager to learn new things. My strong suits are conceptual thinking and analytical thinking. I have a lot of experience with C, Unity and IoT. Beyond that, I am interested in computer graphics and writing code close to hardware.

## SKILLS



## IT SKILLS



## WORK EXPERIENCE

- 2019- Self employed**  
Freelance / Tutoring
- September 2017 - June 2018 School for Programmers (Школа программистов)**  
Unity game development teacher
- October 2016 - August 2017 Cinema Quest**  
Electrical engineer / Programmer / Quest Designer
- August 2014 - June 2015 League of Robots (Лига роботов)**  
Microelectronics / Robotics Teacher