OLES GEDZ
C++ DEVELOPER

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Profile

Age: 27 years
My main job is graphical programming. I am also 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

Sportradar
2022 - present
Senior C++ graphical engineer

Developing OpenGL engine for drawing animations on sport event live streams, using real-time data.

Sberbank Domclick
2021 - 2022
C++ Developer

Developing OpenGL ES renderer engine for bim models apartment rendering. Developing googlemaps style walking around engine for apartment, using opengles and openCV.

University MEPhI
2020 - 2021
Unity VR/AR Developer

Programming languages

C	C#
C++	Python

Technologies :

OpenCL	Vulkan	Docker
OpenGL		Git
Vulkan		IBM Fabric
Threads		
SDL		
Tensorflow		

Education

School42 — **21.67 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