



OLES GEDZ

JUNIOR C++ DEVELOPER

ACHIEVEMENTS

School 42 | September 2019 - Present

- Learning computer graphics
- Finished my own Ray Tracer, Rasterizer and Raycaster engine.
- Spearhead a group 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

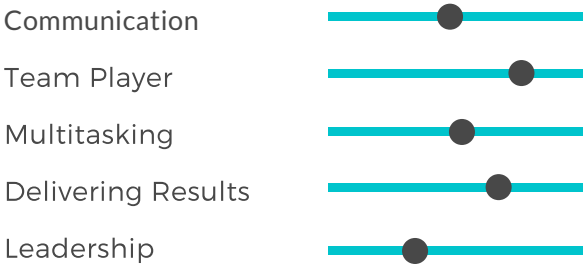
Github: <https://github.com/olesgedz>
Facebook: <https://www.facebook.com/gedzoles>



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 experience with C, Unity and IoT. Beyond that, I am interested in computer graphics and writing code close to a 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