

OLESGEDZ

JUNIOR C++ DEVELOPER

ACHIEVEMENTS

- School 42 | September 2019 - Present**
- Learning computer graphics
 - Finished my own Ray Tracer, Rasterizer and Raycaster engine.
 - Spearheading 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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- Email: gedzoles@gmail.com
- LinkedIn: @olesgedz

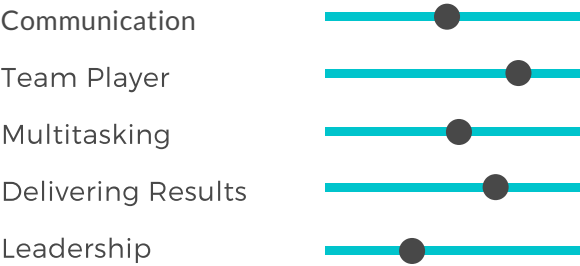
MY REFERENCES

- Github: <https://github.com/olesgedz>

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**
Unity game development teacher
- October 2016 - August 2017 Cinema Quest**
Electrical engineer / Programmer / Quest Designer
- August 2014 - June 2015 League of Robots**
Microelectronics / Robotics Teacher