




# OLES GEDZ

C++ COMPUTER GRAPHICS DEVELOPER


## EXPERIENCES

- 2022  
|  
present
- **Senior C++ Graphical Engineer**  
Sportradar  Paphos, Cyprus
    - Developing OpenGL engine for rendering AR animations on sport event live streams, using real-time CV data.
    - Working with Unreal Engine 5 using live streaming and video decoding.
    - Developing custom AR app for CV team to debug in real time.
    - Worked on ci/cd full circle to delivery of app to end user.
- 2021  
|  
2022
- **Middle C++ Developer**  
Sberbank Domclick  Moscow, Russia
    - Developing OpenGL ES renderer engine for Bim models apartment rendering.
    - Developing googlemaps style walking around app for apartment showcasing, using Opengl ES and OpenCV.
- 2017  
|  
2019
- **Unity VR/AR Developer**  
Moscow Engineering Physics Institute (MEPI)  Moscow, Russia
    - Developed and launch VR lab simulator for university educational program.

## SELECTED PROJECTS

- 2021  
|  
2022
- **Custom Opengl Engine handling AR for livestreaming**  
Sportradar
    - Handled creating new AR animation from ground up using design concepts.
    - Developed custom AR app module for CV team to debug data in real time.
    - Implemented new features for game engine, including animation system, text rendering.
    - Worked on ci/cd full circle to delivery of app to end user.
- 2020  
|  
2021
- **Sberbank Domclick**  
OpenGL ES analog of google streetview
    - Worked on implementing rendering using different graphical api-s between Web, Android and iOS platforms.
    - Implemented Bim model render.
- 2019  
|  
present
- **Emulation projects**  
Pet Project
    - Implemented cpu opcode implementation for a number of common cpu architectures.
    - Implemented fully dynamic UI using imgui.
- 2014
- **Custom game engine / rendering software**  
Pet projects
    - Implemented OpenCL Pathtracing render.
    - Implemented custom game engine with custom ECS library.
    - Implemented renderer supporting skeletal animation using Vulkan api.

## EDUCATION

- 2019  
|  
2021
- **Computer Graphics Developer Course**  
School 42 / Encole 42  Paris, France

42 is a private institution of education in computer science.
- **Courses**
    - Coursera C++ by Moscow Institute of Physics and Technology, Yandex & E-Learning Development
    - UC San DiegoX: CSE167x Computer Graphics by Ravi Ramamoorth
    - UC San Diego CSE 168 Computer Graphics II:
    - Rendering by Ravi Ramamoorth
    - Computer Graphics with Modern OpenGL and C++ by Ben Cook
    - Game Physics Engine Programming by Gustavo Pezzi

## CONTACT INFO

Email: [gedzoles@gmail.com](mailto:gedzoles@gmail.com)  
LinkedIn: [linkedin.com/in/oles-gedz](https://linkedin.com/in/oles-gedz)  
Github: <https://github.com/olesgedz>  
Phone: +357 9752-4600  
Telegram: @olesgedz

## SKILLS

C++  
Rust

OpenGL  
Vulkan

Unity  
Unreal

CMake  
Docker