

OLES GEDZ

C++ DEVELOPER

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Profile

Age: 25 years

I am 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 MPhI.

Work experience

Constanta OSAI

C++ graphical engineer

2022 - present

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

Sberbank Domclick

C++ Developer

2021 - 2022

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

University MPhI

Unity VR/AR Developer

2020 - 2021

Code Class

Programming C#, Unity and Mobile Development teacher

2017 - 2018

As a result of the training: the students created games of different genres using Unity.

Programming languages

C

C#

C++

Python

Technologies :

OpenCL

Unity XR

Docker

OpenGL

Unity Mars

Git

Vulkan

Oculus intergration

IBM Fabric

Threads

SDL

Tensorflow

Education

School42 — **9.67 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