OLES GEDZ

C++ COMPUTER GRAPHICS DEVELOPER

CONTACT INFO

Email: gedzoles@gmail.com

LinkedIn: linkedin.com/in/oles-gedz

Github: https://github.com/olesgedz

Phone: +357 9752-4600

Telegram: @olesgedz

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 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 Opengles and OpenCV.

2013 | 2014

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 handeling 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.
- Implemeted new features for game engine, including animtaion system, text rendering.
- Worked on ci/cd full circle to delivery of app to end user.

2020 | 2021

Sberbank Domclick
OpenglES analog of google streetview

- Worked on implemeting rendering using different graphical api-s between Web, Android and iOS platforms.
- Implemeted Bim model render.

2019 | present

Emulation projects
Pet Project

- Implemeted cpu opcode implemetation for a number of common cpu architectures.
- Implemeted 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

EDUCATION

2019 | 2021

Computer Graphics Developer Course
School 42 / Encole 42 — Paris, France

Relationship of the number with the answer to life, the universe and everything

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

SKILLS

C++
Rust

OpenGL
Vulkan

Unity
Unreal

CMake
Docker