

IVAN KHROMOV

+7(931) 348-27-35 ♦ @cgsg105 ♦ Saint Petersburg
ivankhromov2005@mail.ru ♦ www.github.com/vano105

EDUCATION

St. Petersburg State University (2023 - 2027)

Bachelor's degree : Faculty of Mathematics and Mechanics, direction of Programming Technology

FML 30 (2021 - 2023), Physics and Mathematics Lyceum 30

Graduated from a special course in computer graphics CG

TECHNICAL SKILLS

Languages	C++, C, OpenCL, HLSL/GLSL, CMake, Bash
Tools	Git, RenderDoc, Cmake, Make, Visual Studio
APIs, Frameworks, Engines	Vulkan, OpenGL, Unreal Engine 5

PROJECTS

Tough Megapolis Planner C++, Vulkan, HLSL/GLSL

- Team project written in C++ using Vulkan
- I worked on developing the lighting system and the environment system
- Project achieved 2nd place at the "Kolmogorov Readings" conference at the Moscow State University of Fine Chemical Technology

Tough Environment Render C, OpenGL, HLSL/GLSL

- Team project written in C using OpenGL
- I was responsible for writing the part related to vehicle movement and supporting various types of topology

Research on optimizations for RISC-V GPGPU Vortex C++, OpenCL, Vortex, Python

- Implemented various matrix multiplication optimizations in the Vortex system
- Developed a tool for running experiments and collecting statistics
- Identified system errors and reported them to the Vortex developers

ACHIEVEMENTS

- Participated in the Kolmogorov Readings conference at the MIPT, presenting a report on the lighting system
- Took part in the educational forum "It's Up to You!" with the support of Sberbank and ITMO University

WORK EXPERIENCE

C++ Developer Desbordante (open-source data profiler)

01/2024 - present