Vladislav Zhogolev

Software Engineer

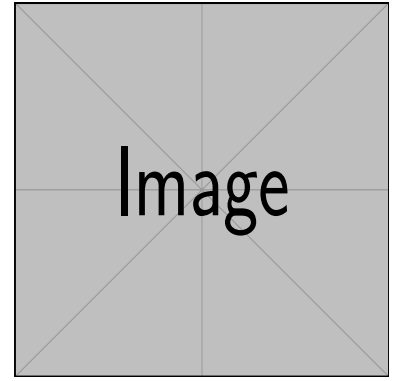zvladyuha   vladislav.zhogolev@gmail.com

Vladislav Zhogolev   +7(925)232-17-63

EXPERIENCE

KASPERSKY | JUNIOR SOFTWARE DEVELOPER
Feb 2019 – Current | Moscow, Russia

- → Developed business logic for B2C applications for macOS.
- → Developed unit tests for applications' business logic.
- → Implemented functionality for changing product state via an internal command-line tool for auto testing.
- → Analyzed and fixed bugs.

PROJECTS

ONLINE MULTIPLAYER GAME "LABYRINTH" | C#, UNITY, PHOTON UNITY NETWORKING
2021

- → Digital adaptation of board game "Labyrinth" implemented as part of team project at university. I was responsible for the development of level generation, game logic, AI, and online multiplayer.
- → Labyrinth on GitHub ⌂

FLUID MOVEMENT VISUALIZER | C++, CUDA, OPENGL
2020

- → Demo-application for real-time simulation and visualization of fluid in restricted volume. Fluid simulation is done according to the Position Based Fluid method and visualization is conducted with Screen Space Fluid Rendering approach.
- → Fluid Movement Visualizer on GitHub ⌂

SKILLS

PROGRAMMING

Primary:
C++

Familiar:
C# • Python • SQL • Shell • Objective-C • LATEX

LIBRARIES/FRAMEWORKS

C++ STL • Boost • GoogleTest • OpenGL

TOOLS/PLATFORMS

Git • CMake • CUDA • Unity

EDUCATION

HIGHER SCHOOL OF ECONOMICS

MASTER'S IN SYSTEM AND SOFTWARE ENGINEERING
2020 - Present | Moscow
Faculty of Computer Science

HIGHER SCHOOL OF ECONOMICS

BACHELOR'S IN SOFTWARE ENGINEERING
2016 - 2020 | Moscow
Faculty of Computer Science

LANGUAGES

Russian - native

English - C1 (Advanced)
IELTS 2020