

- Redwood City, CA, USA
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SUMMARY OF QUALIFICATIONS

- Over 5 years of experience in software development
- Extensive experience in computer graphics programming
- Master's degree in Computer Science

TECHNICAL SKILLS

- Programming languages: **JavaScript**, **C++**, PHP, MaxScript, C#, Java
- APIs: **WebGL**, **OpenGL**, **GLSL**, **three.js**, Qt, OpenGL ES, DirectX, HLSL
- IDEs: MS Visual Studio, Qt Creator

LANGUAGE SKILLS

- English(B2), Polish (B2), Ukrainian(native), Russian (native)

PROFESSIONAL EXPERIENCE

Graphics Developer (WebGL)

Sep 2014 – Now

InsideMaps (Redwood City CA, USA)

- Implemented automatic generation of 3D geometry from 2D specifications
- Created state-of-the-art GPU memory management system
- Integrated advanced computer graphics methods into a WebGL based rendering engine

C++ Graphics Developer (OpenGL)

May 2014 – June 2014

Tools3Design (Lodz, Poland; remote)

- Implemented advanced visualization techniques for thermal analysis software with OpenGL

C++ Graphics and Geometry developer

May 2013 – May 2014

Scopic Software (Boston MA, USA; remote)

- Developed a 2D/3D graphics engines for plasma cutting CAD and an office planning app
- Implemented a lot of GLSL and HLSL shaders
- Developed geometry manipulation tools with OpenCascade API
- Maintained and debugged a furniture modeling CAD system
- Implemented a face attractiveness meter based on a face recognition engine

C++ Graphics Developer

Aug 2010 – Nov 2012

Termet CAE (Lodz, Poland; Lviv, Ukraine)

- Developed a 3D graphics engine for modeling and analysis of composite materials
- Developed part of graphical user interface and GPGPU techniques
- Implemented export and import routines for Termet CAE, 3dsMax and AutoCAD
- Developed a module for generation and visualization of nanotubes and particles
- Created interactive summaries from 3D projects that can be opened in any browser

C++ Developer / Web Developer / Graphic Designer

2007-2009

Freelance, Self-Employed

- Debugged and fixed issues of a 3dsMax plugins
- Developed a 3D graphics engine for vertical scroller game with C++, DirectX and HLSL
- Developed an engine, a database and a design for a browser based game

EDUCATION**Master in Computer Science**

Technical University of Lodz, Lodz, Poland

Sept. 2011 – Apr. 2013

Master in Computer Science (Honors)

Lviv Polytechnic National University, Lviv, Ukraine

Sep. 2011 – Dec. 2012

Bachelor in Computer ScienceLviv Polytechnic National University, Lviv, Ukraine
Computer Aided Design systems (CAD)

Sep. 2007 – March 2011