

VLADISLAV GORDIYEVSKY

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EDUCATION

UNIVERSITY OF MASSACHUSETTS LOWELL, Lowell, MA

Bachelor's Degree in Computer Science – 3.47 CS GPA

SUMMARY OF SKILLS

- Proficient in C, C++, and Python
- Proficient with Windows and Linux Operating Systems
- Familiar with Java, JavaScript, HTML, and CSS
- Familiar with Git version control
- Familiar with Object-Oriented Programming concepts
- Competent with Unreal Engine 4, OpenGrok, CREO (formerly known as Pro/Engineer)
- Bilingual: English and Russian

WORK EXPERIENCE

PARAMETRIC TECHNOLOGY CORPORATION, Needham, MA

June 2016 – August 2016

Software Development Engineer Intern

- Provided QA (quality assurance) testing of certain features at request of coworkers
- Found a bug within recent version of CREO and supplied a traceable log file and minimal-test case scenario
- Emphasized compliance with corporation and industry standards

COURSE WORK AND PERSONAL PROJECTS

ARTIFICIAL INTELLIGENCE:

- Implemented Q-Learning for first-person shooter bots in the Unreal Engine
- The learning agent bot learned to play defensively against a hard-coded aggressive bot successfully

MOBILE ROBOTICS:

- Used the OpenCV computer vision Python library to program a small commercial robot to perform various tasks such as object recognition, path-planning, and localization
- Mainly used A* and RRT (Rapidly Exploring Random Tree) algorithms for path-planning and a particle filter for Monte-Carlo localization
- The bot was able to avoid obstacles, move to marked objects, and reorient if moved within a controlled environment

DJANGO WEB APPLICATION:

- Implemented a small Django web application that displayed real time data from sensors connected to a Raspberry Pi to monitor a bonsai tree
- Collected data for humidity, temperature, moisture level, light level, and air pressure
- The web application would send an email when any of the monitored data would fall out of desired ranges

VIDEO GAME DESIGN:

- Working on several personal game projects in the Unreal Engine
- Mainly created showcases of game mechanics using placeholder assets, with some environmental design and Virtual Reality support
- An example showcase was a DOOM-style first person shooter, which involved programming enemy AI with different behaviors and attack types to challenge the player