DMITRY ZAMKOV

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EDUCATION

University of Illinois at Urbana-Champaign Champaign, IL
BS in Computer Science *GPA: 3.98* Aug 2013 - May 2016

WORK EXPERIENCE

Epic Systems Verona, WI
Software Developer July 2016 - Present

- Key developer in a multi-year project to adapt software for international customers. Involved in all stages of the development lifecycle from requirement gathering to production release
- Created graphical testing tools (C#, WinForms) to assist with QA on newly developed infrastructure. Installation of these tools has become a standard onboarding item for new members on the project
- Proposed, designed and developed template engine project (C#) to modernize XML/JSON data exchange infrastructure, enabling several future integration projects which rely on data exchange in custom formats
- Expanded scope of automated testing, directly preventing at least one critical issue from making it to production
- Discovered twice as many issues from code review as compared to the company average
- Collaborated with support staff to investigate and resolve issues in production
- Following UX design principles, developed a web application (ASP.net, TypeScript) for querying and displaying patient data

Intentional Software Bellevue, WA
Software Developer Intern May 2015 - Aug 2015

- Worked on project to migrate graphics backend from DirectDraw to OpenGL, successfully completing my component during the 3-month internship
- Implemented geometry processing algorithms in C++ and C#

Venuity Healthcare Newport News, VA
IT Intern Summers 2009 - 2014

- Wrote Batch/VB scripts to automate business processes
- Independently developed in-house software for employee time tracking and document management (C#, SQL), saving approximately $7000/yr in software licensing costs

SKILLS

Languages:	*(Proficient)* C#, C++, JavaScript, SQL, *(Familiar)* Python, Haskell, F#
Web Development:	NodeJS, Sass, TypeScript, WebGL
Graphics:	OpenGL, GLSL, UX Design, Image processing
Tools:	Continuous Integration, Linux, Windows, Git, SVN, Docker

PROJECTS

RuleSwaps
Fully functional multiplayer card game, built using JavaScript, NodeJS and Sass. Hosted on AWS VPS with automated build and deployment from Git repository.
Website: ruleswaps.io
Code: github.com/dzamkov/RuleSwaps