

OLEH SHEREMETA

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Systems Engineer specializing in C++, CUDA, and Linux, with a focus on low-level software, performance, and systems architecture. Experienced in building GPU-accelerated pipelines, graphics systems, and developer tooling from the ground up. Strong focus on efficient, scalable, and maintainable software, with hands-on experience across modern systems and hardware-accelerated technologies.

EDUCATION

Lviv Secondary School No. 91

2017 - Present

- Grade 10
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EXPERIENCE

Independent Software Engineer

2023 - Present

- Developing production-oriented software in C++, CUDA, and Linux, including compilers, virtual machines, GPU-accelerated systems, and developer tooling.
 - Designing and maintaining [LumenLang](#), a cross-platform programming language and virtual machine, alongside supporting infrastructure and developer tooling.
 - Developing a Vulkan-based C++ [game engine](#) integrating PhysX, FMOD, Assimp, and ImGui, with a focus on real-time rendering, resource management, and extensible engine architecture.
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SKILLS

- C++ / C / Python
- CUDA / GPU Computing
- Graphics Programming
- Linux / Git / CMake
- Systems Architecture / Optimization
- Technical Analysis
- Fluent in English
- Communication / Teamwork