

IVANS MINAJEVS

Graphics & Physics
programmer



About Me

Passionate C++ Programmer specializing in Graphics and Physics programming. My core interests lie at the intersection of mathematics, physics, and real-time visual systems, driving me to explore areas like lighting physics and rendering engineering. I would love to explore in depth raytracing technologies and hardware acceleration with CUDA, as well as volumetric effects, and thermal/fluid simulations. Currently I'm searching for an end-of-study internship

Contact

 ivans.minajevs@student.howest.be

 [introsent.github.io](https://github.com/introsent)

 Kortrijk, Belgium

Skills

- C++
- C#
- Vulkan API
- Graphics Programming
- Physics Programming
- Mathematics

Language

English

Russian

Latvian

100%

100%

70%

Experience

Mathematics private tutor

Preply

2023 – present

- Preparing students from Latvia for Mathematics 1 and Mathematics 2 state examination through the Preply platform
- Helping students with math-related science projects

Graphics programming project

Salamander

2025 – present

- 3D rendering engine built with Vulkan using C++ 20. The software in question functions as a standalone graphics engine, with the purpose of demonstrating the capabilities of the Vulkan framework.
- <https://github.com/introsent/Salamander>

Physics programming

Reel or Nothing!

2025 – 2025

- We collaborated on a group project with talented colleagues (artists and programmers) and created a couch co-op game.
- My contribution: ragdoll physics, blended with animations, RFX, buoyancy behaviour
- <https://jordii6m.itch.io/reelornothing>

Education

Riga Zolitude Gymnasium

2011 - 2023

Physics and Mathematics

Howest, Digital Arts & Entertainment

2023 - 2026

Game Development

Achievements

KSIM 3rd place

Team Competition in
Informatics and Mathematics

Oribot

Finals of the Programming
Competition