Alexander Kirchuk

Software Developer

Aspiring Systems / Backend Engineer with a strong foundation in Applied Mathematics and Computer Science. Skilled in industrial-grade programming, algorithmic problem solving, and software design. Passionate about building efficient, maintainable, and scalable software solutions.

Contact

Phone
+375 33 364-89-57

Email
a.kirtchouk@gmail.com

GitHub
https://github.com/AlexKirchuk

Education

Belarusian State University
Faculty of Applied Mathematics and Computer Science
Specialty: Applied Mathematics
Qualification: Applied Mathematician, Programmer

Awards & Achievements

Third-degree diploma in the regional Physics Olympiad

First category
chess player

Language

English: B2 (Upper-Intermediate)

Russian: Native

Belarusian: Native

Experience

Belarusian State University
University Projects & Practice

- Developed industrial-grade REST API with fault tolerance, authentication and monitoring (Colloquium 2)
- Implemented process/thread management and synchronization labs in C++ (Operating Systems course)
- Built Pac-Man 2D game using Qt Graphics View Framework, including collision detection and AI ghosts
- Solved algorithmic problems in recurrence relations, graph algorithms, BSTs, and advanced data structures on IRunner platform

Skills

- Programming Languages: C++, C++98 → C++23, Python, Java
- Frameworks & Libraries: Qt 5/6, cpp-httplib, Google Test, Boost.Test, Catch2, FastAPI (Python), Celery
- Tools & Systems: Visual Studio 2026, PyCharm, IntelliJ IDEA, Docker, Redis, Prometheus, CMake, QMake
- Concepts: Algorithms & Data Structures, Operating Systems, Process & Thread Management, IPC, REST APIs, Serialization, Random-Access Files, Industrial Programming Practices