

ANDREI KOZLOV

<https://github.com/AndrewKoz>

Moscow, Russia

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EDUCATION

National Research University Higher School of Economics, Moscow *August 2019 - Present*
Bachelor in Applied Mathematics and Computer Science

WORK EXPERIENCE

Educational D&D game *October 2020 - Present*
Luden.io, participate in development of educational game based on Dungeons & Dragons. This game helps teachers to work with children with various mental features.

Summer math school, Kostroma *June 2017*
Teaching assistant for maths course.

PROJECTS

Meteor Crasher *<https://github.com/AndrewKoz/MeteorCrasher>*
Developed a casual game “Meteor crasher” for a school competition. Software stack: Python 3, Pygame.

D&D Dice Roller *<https://github.com/AndrewKoz/AndrewKoz.github.io>*
Web-site, which allows user to roll the dice with different denomination, especially for D&D game. Software stack: JavaScript, React JS, HTML, CSS.

TECHNICAL SKILLS

Russian (native), English (upper-intermediate), German (beginner)

C++ (advanced) - STL

Python (advanced) - Numpy, Scipy, Pygame

JavaScript (intermediate) - React JS, Vue.js, Canvas

HTML, CSS

Development tools - GCC, GDB, CLion, PyCharm

L^AT_EX, Git

Unity 3D