

# ANDREI KOZLOV

<https://github.com/AndrewKoz>  
Moscow, Russia  
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## EDUCATION

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**National Research University Higher School of Economics, Moscow** *August 2019 - July 2023*  
Bachelor in Applied Mathematics and Computer Science

## WORK EXPERIENCE

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**Data Analyst** *November 2022 - June 2023*  
**Tinkoff bank**, work as a data analyst at Tinkoff bank, maintain and develop CSAT service.

**Data Analyst Intern** *August 2022 - November 2022*  
**Tinkoff bank**, internship as a data analyst at Tinkoff bank.

**Development of technology for optical recognition of various types of plastic based on hyperspectral camera images** *November 2021 - September 2022*  
**Russian Academy of Sciences**, developing technology for optical recognition of plastic types using ML under the guidance of a mentor.

**Educational D&D game** *October 2020 - June 2021*  
**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

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**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

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

Python (advanced) - Pandas, Numpy, Scikit-learn, Matplotlib, Spectral Python

C++ (advanced) - STL

SQL - PostgreSQL, Greenplum

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

HTML, CSS

Development tools - GCC, GDB, CLion, PyCharm

L<sup>A</sup>T<sub>E</sub>X, Git

Unity 3D