

ALEKSANDR MATTAL

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This resume was generated using 42 lines of very readable python
from: https://github.com/qutebits/resume_42/
compiled on: November 13, 2014.

LIFE / EDUCATION

- 2004–2012 Christian-Albrechts-University - Kiel, Germany
Diplom in **Computer Science** (with minor in **Mathematics**).
Final grade: 1.95 (best possible: 1.0)
- 1996–2004 High school Tallinna Tõnismäe Reaalkool (with major in **Mathematics**) - Tallinn, Estonia
Final grade: 4.89 (best possible: 5.0)
- 1997–2001 Art school Rakenduskunsti Erakool - Tallinn, Estonia
Final grade: 8.17 (best possible: 10.0)
- 1987 born in Estonia

WORK EXPERIENCE

- 2007–Present H19 Produktion - Kiel, Germany
Lead Designer / Web Developer (JavaScript, Python, PHP)
 - Programmed an enterprise grade communication/ordering platform (full stack),
 - Developed (both frontend and backend) websites/services based on Wordpress/Contao,
 - Designed CI's, posters, flyers, catalogues, business cards etc.
- 2012–2014 WortBildTon, New Communication - Kiel, Germany
Freelancer as a Designer / Jr. Project Manager / Web Developer (JavaScript)
 - Helped with the management of a major project,
 - Developed an awesome frontend for an analytics tool (2000+ users as of Oct.2014).
- 2010 Raytrix - Kiel, Germany
Internship (Research)
 - Lazer path optimization using pythagorean-hodograph curves in R^4 .
- 2009–2010 Christian-Albrechts-University - Kiel, Germany
Student Tutor
 - Tutored a lecture in cryptography, corrected students homework,
 - Voluntarily gave a sneak peak into Zero-Knowledge Proofs and PCP Proofs to the students.
- 2006–2009 Christian-Albrechts-University - Kiel, Germany
Programmer (C++, Java)
 - Proposed an algorithm for real-time matching of filmed objects with their 3D-models,
 - Implemented several real-time pattern recognition and triangulation algorithms,
 - Made some of the code run 10x faster so to be used in real-time video analysis,
 - Implemented several sheduling algorithms and a GUI for their usage (J2EE + Swing).

RESEARCH EXPERIENCE

- Field** Game Theory
- Title** Extensive Form⁺ : Describing Games Linear Nature (Diploma Thesis, 52 pages)
- Supervisor** Prof. Dr. Thomas Wilke, chair for theoretical informatics, University of Kiel.
- Description** Studied games with betting structures present in Poker. Proposed a new way to describe such structures, a strategy space and a set of equilibria on it. Proved the existence of such equilibria for finite Extensive Form⁺ games satisfying perfect recall. Submitted in 2011.
- Final grade:** 1.0 (best possible: 1.0)

PORTFOLIO

GitHub Portfolio – <https://github.com/qutebits/>

Graphical Portfolio – <http://www.coroflot.com/qutepixels/>

Personal Blog – <http://scriptogr.am/qutebits/>

PROJECTS

My Taste of Ideas (Blog Post) – <http://scriptogr.am/qutebits/post/q04-qute-hack-ideas/>

- A post from my blog where I enlist 21 personal ideas that appeal to my taste,
- The blog itself is hosted on Scriptogr.am. Uses **Markdown** for posts, **MathJax** for $\text{T}_{\text{E}}\text{X}$ snippets, **Scriptogr.am** for static HTML generation, **Dropbox** for posts sync and **GitHub** as storage for images.

Vkontakte Playlist Downloader (GitHub Project) – <https://github.com/qutebits/vkpd/>

- Chrome Extension for batch download of audio tracks from social network VKontakte,
- The blog post about it is here – <http://scriptogr.am/qutebits/post/q01-vkontakte-playlist-downloader>

YAML to PDF Resume Generator (GitHub Project) – https://github.com/qutebits/resume_42/

- Generate a small and nice PDF Resume out of YAML data,
- Main script is written in **Python**, translates **YAML** data into $\text{T}_{\text{E}}\text{X}$ using **Jinja** templating engine.
- This whole Resume is generated with it :)

Diploma Thesis (PDF, in English) – https://github.com/qutebits/final_thesis/

- Diploma Thesis I've submitted in 2011 for completion of the Computer Science studies,
- It all started as an affection to Poker and WSOP glamour - which soon enough led me to questions about the mathematical nature of the game. Enjoy.

SKILLS

Languages of choice	JavaScript, PHP, Python
Languages	C++, Java, Haskell, Assembler
Base Stack	CMS: Wordpress/Contao, SQL: MySQL/PostgreSQL, VCS: Git
Design	Adobe Creative Suite

ACHIEVEMENTS

2004	Participant of International Mathematical Olympiad (IMO04 - Athens, Greece) as a representative of Estonian National Team.
2001	2. place, PC game character design competition (Etherlords, Nival Interactive, 2001).

HUMAN LANGUAGES

English	Fluently speaking and writing (IELTS 7.5/9.0, GMAT 730/800)
German	Fluently speaking and writing (TestDaF 17/20)
Estonian	Speaking and writing (Kesktase 89/100)
Russian	Native language