

# LOBANOV ANDREY

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Anjewka

## EDUCATION

Bachelor, Applied Mathematics and Informatics

MIREA - Russian Technological University

2019 - 2023

Master of Science, Applied Informatics

MIREA - Russian Technological University

2023 - 2025

## TOPICS

Algorithms and data structures Database Linear algebra  
Discrete Mathematics Operating systems Numerical methods  
Mathematical statistics and probability theory Computer graphics  
Multithreading

## PROGRAMMING LANGUAGES

C/C++ Python SQL OpenGL HTML CSS Git

## SIDE PROJECTS

Projects using Qt graphics

- Simple 2d games: **tetris**, **snake**, **tic tac toe**

Mathematical modelling

- Satellite surface imaging**: determination of the optimal moment of surface scanning with given initial parameters (graduate project)
- 3d Fractals**
- Modeling dynamic processes** (changing behavior of physical charges at moment in time: merging, collisions, annihilation)

Data structures

- Stl containers: **list**, **map**, **set**, **heap**, **unordered map**
- Trees: **AVL**, **Treap**, **Segment**
- Graph**, algorithms on graph (shortest path, mst, dfs, bfs)

Game engine

- Godot **platformer**

## LANGUAGES

- Русский
- English

## CERTIFICATES

School of programmers

Korolev, Moscow region, Russia

2017 - 2019