

ANDREY LOBANOV

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Anjewka

WORK EXPERIENCE

HTЦ Радуга

Developer C++/Qt

nov 2023 - feb 2024

- Using tshark for analyzing network protocols
- Realization tshark instruments by Qt libraries
- Gui with Qt widget elements

TECHNICAL SKILLS

Base programming languages

C/C++

Python

Miscellaneous

SQL

OpenGL

Git

Qt

Linux/Windows

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**

EDUCATION

School of programmers

Korolev, Moscow region, Russia

2017 - 2019

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

Discrete Mathematics

Operating systems

Mathematical statistics

Numerical methods

Computer graphics

Multithreading

LANGUAGES

- Русский
- English