# Anna Burdanova

Software Developer

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## Education

**University of the People**                                                    USA, Pasadena, CA
Bachelor of Science in Computer Science, CGPA 3.9/4.0                      Sep. 2021 - Apr. 2023

**Gubkin Russian State University of Oil and Gas**                              Russia, Moscow
Bachelor of Science in Geology                                            Sep. 2010 - Jun. 2015

## Skills

### Technical Skills
Proficient with:
Java • Spring Boot • Hibernate • Python • R • VBA • LaTex • SQL • Figma • Git

### Soft Skills
Strong:
Threelingual comminicator (English, Russian, Vietnamese), ...

## Technical Projects

**Website for real estate**                                                       Live, Github
Implemented with what technologies                                               Winter 2023
- Implemented with what technologies
- Achieved what
- Metrics

**2D pixel platformer for Google Store**                                          Live, Github
Implemented with what technologies                                               Summer 2022
- Solved problems of multithread communication and increased bitmap rendering efficiency on canvas, the enhanced game cycle provides stable 60UPS and FPS on tested devices.
- Designed a system of multitouch event handling with custom GUI, integrated with the in-game system of object collisions and interactions checks, supported on devices with screen aspect ratios of 4:3 and 16:9.
- Optimized application memory releasing over 50Mb from unused objects and parallax moving background, profiler tests show even CPU/memory load and light energy levels.

## Work Experience

**OpenGenus**                                                                    Japan, online
Software Developer Intern                                              Apr. 2022 - // TODO Jul. 2022
- Completed internship program as and Hibernate and Spring Boot developer trainee.
- Published 10 articles on OpenGenus domain and largely contributed to the publication of Hibernate Interview Questions book.

**SP Vietsovpetro**                                                           Vietnam, Vung Tau
Geological Engineer                                                       Sep. 2017 - Jan. 2022
- Created a new tracking system to control 500 surface fluids samplings per year on all stages from sampling to analysis results, with automated invoices and reports and cut off 70% of time spent on manual reports.
- Collaborated with the IT department on the deployment of the company's web-portal report system, formalized user documentation, and consulted field operators on new features in 3 languages to speed up by 20% transition from the old system of Excel reports to the web application.

**CTMP Centrmarkshejderiya**                                                       Russia, Tula
Geodesist                                                                 Jun. 2015 - Sep. 2017
- Run on-filed tacheometric surveys with a team of geodesists, calculated coordinates in local and GPS systems, and enhanced time of preparing reposts by 10% with AutoCAD automation tools.