

DENIS OSTASHOV

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SKILLS

- Languages: C++, Python, C, Assembly
- Technologies: Bash, Git, Gdb, Docker
- Algorithms, Data Structures, Competitive Programming

PROJECTS

- [Lisp Interpreter](#) - interpreter for a lisp-like programming language, namely a subset of scheme
- [Smart Pointers](#) - implementation of `std::unique_ptr`, `std::weak_ptr` and `std::shared_ptr`
- [My game](#) - third-person puzzle game made with Unreal Engine 4
- [Motion type recognition](#) - recognition of the type of human movement using data collected by the phone(top 10 among my faculty)

COURSES

- [Advanced C++](#) - course consists of learning memory models, lambdas, metaprogramming, errors, patterns, threading, concurrency
- [Computer Architecture and Operating Systems](#) - course consists of learning assembly x86-32, floating point numbers, virtual memory, physical memory, kernel, processes, file descriptors, file system, pipes, signals, threads, sockets, C compilation process
- **Modern Software Engineering Practices** - course consists of learning Shell scripting, Git, Gdb, Build Systems(CMake, Make and etc), CI/CD, Docker, Markdown, LaTeX and other

EDUCATION

- Higher School of Economics, Moscow, Russia:
Applied Mathematics and Information Science, 2 course
GPA 9.52 out of 10(5/278 in current rating)