Ignas Šablinskas

Bachelor Student of Applied Mathematics and Computer Science

I am a determined and ambitious individual, committed to excelling in my studies of Applied Mathematics and Computer Science. I set high standards for myself in every endeavor and continuously strive for improvement. My discipline and adaptability ensure that I can embrace and commit to new challenges easily. I am eager to contribute my skills and learn from diverse experiences to grow both personally and professionally.

+ Education

Eindhoven University of Technology
9/2023 – present

Degrees: Bachelor's Applied Mathematics and Computer Science (GPA 8.9).

Honors Track: Competitive Programming and Problem Solving

VIMS – International Meridian School
9/2019 – 6/2023

A-levels: Physics (A), Mathematics (A*), Computer Science (A).

GCSEs: A*-A in Physics, Mathematics, Biology.

Awards: 3rd place in Pangea World Math Olympiad, Representing Vilnius in National Olympiad.

+ Contact

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+ Skills

Quick learning
Adaptability
Patience
Determination
Compassion

+ Hobbies

Reading philosophy & science
Fitness and sports
Video games
Chess

+ Technical Skills:

General:

Embedded systems with Raspberry PI and Arduino

Web Development

Simulation and Animations

Algorithms and Problem Solving

Programming Languages:

C++ (Main)

Python

Java

JavaScript (with HTML and CSS)

SQL

+ Main Projects and Programming Experience

Embedded Systems

- *Automated Plant Irrigation:* Developed an Arduino system enabling remote plant care for parents to be able to manage their extensive plant collection remotely.

- *Weak Law of Large Numbers Experiment:* Dice-tossing mechanism with data collection and image recognition for probability testing that was used to confirm a mathematical theorem.

- *Sorting Robot:* Lead a collaborative project with team of 6 where we developed a small-scale sorting robot with a running conveyor belt and real-time status updates on a web interface. It was designed to mimic the airport luggage sorting system.

- *Multifunctional-Console:* Custom console with environmental measures, reaction tests, original game that I developed and more. This project tested my creativity and combined all the knowledge of electronics and embedded systems at that time.

Software Development & Animation

- *Java Swing Games:* Designed a fishing game and a Sujiko puzzle helper, with a team of students, as university projects intended to facilitate the correct use of design patterns and avoidance of anti-patterns.

- *YouTube Channel:* I have a Mathematics education channel where I animate videos using Python (Manim library) and try to present mathematics and computer science in an understandable way

- *Simulations:* Created tons of interactive simulations to better understand concepts such as Chaos theory, Game of Life, Mandelbrot sets, Magnetic Induction, Pendulums, etc.

- *Web development:* Completed 64-hour Udemy course in web development. Acquired a comprehensive understanding of both client-side and server-side development.

+ Other

Competitive Programming & Problem Solving

Competitive Programming: I am very passionate and interested in formal problem solving and the intersection of Mathematics and Computer Science. Competitive Programming offers me just that, which is why it is a major thing that I am doing across LeetCode, Codeforces, CSES, CodeCheff and local university's servers.