Iskander Sabirov

PROJECTS

Topic Keeper Bot | Go, PostgreSQL, Docker

Topic Keeper Bot

We developed a bot for the user's smart feed in Telegram, VK, MatterMost. The user can select channels and topics of interest and the bot will signal about them. The program is written using such patterns in the Go language as: Worker Pools, Publish/Subscribe, Select Statement. In this project I worked on the part that is responsible for VK, Telegram and database.

Film Server | Go, PostgreSQL, Docker

Film Server

A server is implemented to offer a REST API for overseeing the movie database, supporting two distinct user roles: regular users and administrators. Administrators possess the authority to access, modify, add, and delete data, whereas regular users are limited to data retrieval only.

Game of Life | Kotlin

Game Of Life

Classic cellular automaton in which a person creates an initial state, and then only observes its development. Created with the principles of OOP using the Kotlin language with the skija library. The program has a graphical interface with the ability to change the rules, field sizes and colors, and it is also possible to save and load previous game states.

Huffman coding and decoding $\mid C++$

• Huffman

The implementation of the classical data compression algorithm is the Huffman algorithm. The program is a console application that can compress and decompress any files using a two-pass Huffman algorithm, using the principles of OOP with automated 'doctest' tests.

EDUCATION

2022 - present Bachelor's Degree at SPbU math-cs (Modern Programming)

Skills

 $Go \mid C \setminus C++ \mid Kotlin \mid SQL \mid Haskell \mid Git \mid Linux$

Completed Courses

Mathematical foundations of algorithms | Calculus | Linear algebra | $C \setminus C++$ | Kotlin | Linux | Object-Oriented Programming | Database | Haskell | Theoretical CS |

ACHIEVEMENTS

- All Russian Olympiad in Math, 2021, finals prize-winner.
- All Russian Olympiad in Math, 2020-2022, 1/2 finals winner.