

Andrei Kozyrev

Curriculum Vitae

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Education

- 2018–2020 **SPbU D. K. Fadeev Academic Gymnasium**, *Saint-Petersburg State University*, Saint-Petersburg, Russia, Applied Mathematics and informatics program.
- 2020– **The Faculty of Mathematics and Computer Science, Modern Software Engineering**, *Saint-Petersburg State University*, Saint-Petersburg, Russia, Currently a second-year student.

Other

- Computer Science Center Introduction to IOS development course, Saint-Petersburg, Russia, Autumn, 2021.
- IOS Mobile Development 2-week intensive course by Yandex in Educational Center “Sirius”

Academic Conferences

- April 2020 **Scientific and Practical Conference “Academic Gymnasium”**, *Saint-Petersburg*, Russia. Second place taken with “Diser” project

Software Development Experience

A note, names are referal to *github* projects.

- 2022 **High-Performance Network Programming in Swift**, Research on Highly-efficient network programming in Swift and competitive ability of Swift in this sphere, **Swift**, **Java**, **Python**.
- 2022 **Progressive GAN Pytorch**, Progressive generative adversarial network implementation from “Progressive growing of GANs for improved Quality, Stability, and Variation” paper, **Python**.
- 2022 **N-Queens puzzle**, An IOS app that solves how to place N queens on a N by N chessboard so that no two queens threaten each other. Puzzle is solved via generating a CNF formula, ecrypting the correct arrangement and running a SAT-solver., **Swift**.
- 2021 **Football App**, A fully working IOS app for monitoring soccer events. Has wide functionality: following players, following teams, adding events to calendar. Created in a team in Sirius as a PET-project, **Swift**.
- 2021 **Hindley Milner Algorithm**, An implementation of the Hindley-Milner type inference algorithm, **Haskell**.
- 2021 **P2Beer**, A fully decentralized peer to peer desktop console messenger with a curses like interface. Created in a team of three people on first bachelor year, **Kotlin**.
- 2021 **ToDoApp**, A mobile IOS app for managing tasks, **Swift**.
- 2021 **Huffman coder**, Huffman encoder and decoder with tests, **C++**.
- 2020 **BMP Editor**, BMP format image editor for cropping and rotating images, **C**.
- 2020 **Text Index**, Console app for building a text-index using a trie data structure for online requests on text data, **Kotlin**.
- 2020 **Hamming code**, Console app implementing hamming code, **Kotlin**.
- 2020 **Diser**, A messenger, adapted for visually impared people. Created for the Conference, mentioned in Academic Conferences. I could have said about it in a more detailed way, but the website I made already has all the information. The website link is below, **Java**.
- 2019 **Delivery Food**, A website for a food delivery service. All the data about products is stored in Firebase database and loads directly from there, [Link to github](#), **HTML**, **CSS**, **JavaScript**.

Recent contests

- Place 16 globally in Reply Code Challenge 2021.
- Place 407 globally in Google Hash Code 2021.

Technical Strengths

- Confident LaTeX knowledge. [Link to an organization with all study abstracts, made in TeX.](#)
- Advanced Git skills
- Experience with Coq
- Knowledge of Algorithms and Data Structures

Soft skills

- “Maxed out his social skills”. Always able to find a common ground with anyone.
- Team player. Able to team up a bunch of shy programmers together.
- World class player in searching for data. Professional Googler. There is a saying “Once on the Internet, always on the Internet”. It’s similar for me. Once on the Internet, I can find it then.

Languages

Russian Native speaker.

English C1 level.

French Beginner level.