NIKOLAY STANISHEVSKIY

STUDENT PROGRAMMER

CONTACT

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SKILLS

- C++ (intermidiate)
- Java (novice)
- CMake
- Maven
- Spring Boot
- WinAPI
- GTest, JUnit
- H2
- JSON, XML
- Qt
- Intellij IDEA
- Git

TRAITS

- Stress-resistant
- Goal-oriented
- Teamwork
- Learnable
- Adaptive

LANGUAGES

- English (B1)
- Russian (Native)

PROFILE

Student of Applied Mathematics interested in software development with basic knowledge of C++ and Java, different programming principles, mathematics, algorithms and data structures. Ready to work hard to create high-quality solutions with clean code and implement mathematical methods to optimize systems. Interested in applying my knowledge to a real industrial project.

PRACTICAL WORKS

Educational projects

REST API for To-Do-List managment

- Created simple REST API for managing To-Do-List web application using Java and Spring Boot.
- Implemented CRUD logic through HTTP standard methods with correct HTTP codes.
- H2 Database Engine connected to store tasks.
- Error handler, logger and cacher added.

Simple 2D billiards game

- Developed simple 2D billiards game using C++ and Qt according to OOP principles.
- Created GUI using Qt Graphics libraries.
- Implemented realistic physics of billiard ball collisions and cue strikes.

Regular educational works

- Implemented and adapted many various algorithms using C++.
- Writed and covered with Unit tests a lot of C++ and Java programs according to the OOP principles.
- Created graphical interface with Qt tools, JavaFX and Swing.
- Wrote several programs on different standarts of C++ that work with processes and threads in Windows and their synchronization using WinAPI.

EDUCATION

Belarusian State University 2024 - present

Faculty of Applied Mathematics and Computer Science

Bachelor

Applied mathematician, programmer

EPAM Systems Course 2025

Version control system Git