KONSTANTIN MIKHAYLOV

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EDUCATION

AnPEO Phystech-Lyceum na. P.L. Kapitsa, (physics and mathematics class)	**2015-2021**
Bachelor of Applied Mathematics, HSE Moscow	**2021 - 2025**
School of Back-end Development - C++, Yandex Academy	**2022**

SKILLS

main:	**C++, Python**
also know and practice:	**C, JavaScript, Assembly, Django, NumPy**

PROJECTS

SuperMemo implementation

A website for learning foreign language words on cards usnig SuperMemo iterative memory system. It's a team project, mine part was backend on python, sqlite and some django issues.
(Python, Django, JS)

MineNotMine implementation

A business card website where I also post my literary impulses and photos from my Instagram.
(Python, Django, JS, CSS)

Some games on C++ and SFML

<u>**AlchoSIGame**</u> - My simplified copy of popular intellectual game "SIGame" from Vladimir Khil for comfortable game at home with your friends.

<u>**BlockClear**</u> - game where you have a field of 10x10 and your task is to score the maximum number of points. You get 3 figures different forms that you can put on the field, when you spend all figures you get new set of figures. When some row or column is filled it's cleared and you are given points.

<u>**GameLife**</u> - Ordinary Conway's Game of Life. There you can stop the evaluation in any time and add or remove cells.

<u>**Snake**</u> - Ordinary Snake game.

<u>**Tetris**</u> - Ordinary Tetris.

<u>**ThreeInARow**</u> - Ordinary three in a row game.

(C++)