

# MARIA KLIMENTEVA

Junior C++ Developer

<https://github.com/MariaKlimenteva>

## CONTACT

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## PROGRAMMING LANGUAGES

C++ | C | Python / Jupyter |  
Bash | Assembly

## TECHNICAL SKILLS

Cmake | Make | Git | Linux | VS  
code | gdb | GitLab | Jira |  
Confluence  
Bison | Flex | SDL2 | LaTeX |  
vcpkg  
Networks (~CCNA level)

## FOREIGN LANGUAGES

English B1-B2  
French (base level)

## WORK EXPERIENCE

### Junior researcher & developer

2023 - present  
PJSC "Almaz"  
Hypersonic aircraft vehicle  
trajectory generation

## SUMMARY

I have good communication skills, I approach the tasks I undertake responsibly. I am sincerely interested in self-development and use a lot of additional resources to acquire new skills in the field of development. I can dive in pretty quickly and figure out even a completely unfamiliar topic, I had experience working in a team.

## EDUCATION

Bachelor of Applied Math and Physics, MIPT DREC  
2021 - 2025  
GPA: 7.2 / 10.0

## EDUCATIONAL PROJECTS

### ParaCL

Educational group project from the C++ course at MIPT.

The simplest grammar for the ParaCL language is implemented using bison and flex. I also wrote an AST tree for nodes and for scope and thought through their interaction.

### LFU cache

Educational C++ project from the MIPT course of K. Vladimirov.

Implementation of the lfu caching algorithm and ideal caching, comparison of their work. The project allowed me to practice using STL containers and explore how I can make the cache faster.

### Racing Game

Educational group project, C++. I worked on the graphical interface of the game using the SDL2 library.

In the process of writing the project, I solved a lot of git conflicts and did the work on project management and merging branches, I also got to know OpenGL a little, but I came to the conclusion that SDL is better suited for these tasks.

### C projects

Stack, Onegin, Square Equation projects from the course of MIPT Huawei course (Dedinsky).