

ALEXEY DAVLETSHIN

C/C++ and Swift developer

📍 Dolgoprudny, Russia @ naylrush@gmail.com [in](https://www.linkedin.com/in/naylrush) [naylrush](https://www.linkedin.com/in/naylrush) [github](https://github.com/naylrush) [naylrush](https://github.com/naylrush) ☎ +7 (963) 633-61-05



EDUCATION

Moscow Institute of Physics and Technology (MIPT)

Bachelor of Applied Mathematics and Informatics

📅 2018–2022

📍 Dolgoprudny, Russia

- Phystech School of Aerospace Technology, Zhukovsky, Russia — Fall 2018 - Summer 2019
- Phystech School of Applied Mathematics and Informatics, Dolgoprudny, Russia — Fall 2019 - Summer 2022

Studied courses:

- Algorithms and Data Structures
- Computer Architecture and Operating Systems
- Concurrency
- Data Analysis
- Maths: Calculus, Algebraic Geometry etc
- General Physics: Mechanics, Thermodynamics and Molecular Physics

WORK EXPERIENCE

iOS Engineer Intern

COS&ht

📅 July 2018 - August 2018

📍 Dolgoprudny, Russia

- We learned to program in Swift and developed on a internal navigation app with events.
- The map based on OpenStreetMap and what's connected with it are implemented by me.

PROJECTS

Maze Game

GitHub Link

- Console interactive version of the game on paper "Maze".
- Players step-by-step explore the field, carefully looking around, thinking where the traps are located, and trying to get to the exit before the opponents.

Django file navigator is based on FUSE

GitHub Link

- A simple file navigator on django.
- Based on FUSE which means you can realize custom file system.

2048 the Game

GitHub Link

- A duplicate of the original 2048 game built in C++ using Qt UI framework.

PROGRAM LANGUAGES

C++



C



Python



Swift



KEY SKILLS

C

C++

Python

Swift

pandas

matplotlib

seaborn

Concurrency

OOP

STL

POSIX

Git

Linux

ACHIEVEMENTS

All-Siberian open school

Mathematical Olympiad, II level

Prizewinner

📅 May, 2018

📍 Moscow, Russia

LANGUAGES

Russian (Native)



English (B1)



ABOUT ME

I have always wanted to be a programmer — this is my dream: even when I do not want to do anything, it is always a pleasure to write a couple of hundred lines of code.

My path to MIPT was not so easy: I managed to enter the DAFE, and only after a year to transfer to DIHT. Studing at the new place was not only much harder, but also much more interesting, and this is the only thing which spurred my desire to study.

On the DIHT there are lots of interesting and useful computer science courses, so I have experience in different fields. The most interesting courses were "Computer Architecture and OS" and "Concurrency".

You can view my projects and progress on courses on my [GitHub page](#).