

Davletshin Alexey

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Education

Moscow Institute of Physics and Technology (MIPT)

BACHELOR OF APPLIED MATHEMATICS AND INFORMATICS

Dolgoprudniy, Russia

2018 - 2022

- **Department of Aeromechanics and Flight Engineering**, Zhukovsky, Russia — *Fall 2018 - Spring 2019*
- **Phystech School of Applied Mathematics and Informatics**, Dolgoprudniy, Russia — *Fall 2019-...*

Studied courses:

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

Skills

Languages: C, C++, Python, Swift

Frameworks: Qt, UIKit in Swift

Experience

COS&ht - MIPT's department

IOS PROGRAMMING INTERN ENGINEER

Dolgoprudniy, Russia

July 2018 - August 2018

- I learned to program in Swift in particular, developed on a internal navigation app and studied app architectures.
- The map by 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'.
- There is a certain field with walls, traps and exit, which are known only to the master.
- 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, arch: MVC.

About me

- I'm determined. When I graduated from school, I wanted to study at MIPT at the DIHT. Unfortunately, my results were not as successful as required. I studied and studied to achieve my goal. And after a year I have managed to transfer, and now I'm determined to become a better programmer and study well.