Alexander Atalyan

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OBJECTIVE

I am looking for an entry-level position in the field of computer science, where I could apply my technical skills and acquired knowledge.

EDUCATION

ITMO University Sept. 2021 – Present Bachelor of Software Engineering GPA: 4.5/5.0

Projects

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Console Application

St. Petersburg, Russia Feb. 2023

Console application that implements Gauss method for linear equations solving. Generic vector and single linked list containers were written for implementations, in addition an error handler and a small wrapper for interacting with strings were developed.

Single Page Application based on Spring Framework and React.js

St. Petersburg, Russia Jan 2023

Java SE | Spring Boot | Spring Data | Spring Security | JavaScript | React.js | PostgreSQL | HTML | CSS

Web application for calculating the hit of a point in the area. The back-end was written on Spring, the front-end was written on React.js. For interaction with users, registration, authorization and an interactive area with a table of results have been developed. The results are stored in a PostgreSQL database. The interaction between the back-end and front-end is organized through the REST API.

Electric field visualization application

St. Petersburg, Russia

Dec 2022

Java SE JavaFX Gradle

Participated in the development of university physics project in team (2 participants). This is a GUI application that allows users to place positive or negative charges and planes on an interactive field and observe changes in the electric field strength lines and the equipotential line.

Multithreaded client-server application

for execution and prints the results of execution.

St. Petersburg, Russia Jun 2022

Java SE PostgreSQL JDBC Maven Log4j2

A client-server application that implements the management of a collection of objects. The server module receives and executes commands that control the collection from a non-block TCP connection. The data is stored in a PostgreSQL database. A JDBC driver is used to interact with the database. The client module reads commands in multi threaded interactive mode, sends them to the server

SKILLS

- Programming: C, Java SE, Java EE, JavaScript, HTML, CSS, Bash, SQL (Beginner)
- Technologies: Make, CMake, Maven, Git, Spring Boot, Spring Data, JDBC, Wildfly, React.js (Beginner), LATEX
- Languages: Russian (Native), English (Pre-Intermediate)