



# Sokolovskiy Vatslav

## Software Engineer

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🔄 RinokuS

### Skills

C++

C#

Java

Python

NASM

### Languages

Russian



English



German



### Education

#### Secondary education

*School of Intensive Education 'Первый Экстернат'* [↗](#)

09/2018 – 07/2019 | Moscow, Russia

External study was a wonderful life test for me. There, for the first time, I felt satisfaction from the very process of self-improvement.

#### Bachelor student in Software Engineering

*Higher School of Economics* [↗](#)

09/2019 – present | Moscow, Russia

The Higher School of Economic taught me to strive for the goals and value teamwork.

### Courses

**C++ Specialization (Yandex & MIPT), White Belt** [↗](#)

**C++ Specialization (Yandex & MIPT), Yellow Belt** [↗](#)

**C++ Specialization (Yandex & MIPT), Red Belt** [↗](#)

**C++ Specialization (Yandex & MIPT), Brown Belt** [↗](#)

**C++ Specialization (Yandex & MIPT), Black Belt** [↗](#)

**Basics of statistics 2** [↗](#)

### Profile

Beginner in software engineering.

Programming mostly on C++ and Java. I also have experience in

- Working with low level programming languages such as NASM and C
- Developing applications with Python + PyQt or Java + JavaFX
- Solving simple Data Mining tasks with Python libraries like Numpy, Pandas, Matplotlib, Sklearn, Seaborn
- Creating scenes and visualizations with Unity/UE4

I love to study and try new things. Nowadays I dream to become a good Data Scientist.

### Projects

#### Procedural Terrain Generator [↗](#)

01/2020 – 05/2020

PTG is a Unity Asset for landscape procedural generation.

It uses Perlin noise maps with custom settings to generate mesh, biomes and to procedurally place trees.

#### Comparison of sorting algorithms [↗](#)

03/2021

Small research work on the experimental determination of the temporal complexity of sorting algorithms

#### Phone Book App [↗](#)

03/2021

My first attempt at creating apps with Java + JavaFX. Simple Phone Book.