



Sokolovskiy Vatslav

Software Engineer

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🔄 RinokuS

Skills

C++

C#

Java

Python

NASM

Languages

Russian



English



German



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.

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 [🔗](#)

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.

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.