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√ tg: Rjv_Pivs

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Born 11 March 2002

Summary

A third-year bachelor student of Software Engineering searching for an IT internship or a junior specialist part-time position. Open for new ideas and ready to rapidly learn new technologies.

EDUCATION

2020 - 2024

Bachelor of Software Engineering (Higher School of Economics)

Faculty of Computer Science

• GPA: 9.0

Technical skills

Programming and SQ Languages

- Java (OOP, spring framework, multithreaded programming, reflective programming, annotations, JUnit, fuzzing)
- C# (OOP, WPF, multithreaded programming, reflective programming, annotations, unit testing)
- C++ (OOP, multithreaded programming)
- · Solidity
- Python (Sklearn, Pandas, Numpy)

Databases worked with

- PostgreSQL
- SQLite

Projects

2022 C# "WPF Program for Polyhedra Volume Calculation by Structural Data"

- 3D WPF program for Polyhedra volume calculation and visualisation of chemical structure.
- https://github.com/RjvPivs/Chem3D

2021 Java "Cardsharpers console game"

- A Java multithreaded app simulating a card game with sharpers and honest players.
- https://github.com/RjvPivs/Cardsharpers

2022 Java "Jigsaw"

- · A Java simple tetris game.
- · https://github.com/RjvPivs/Jigsaw

2022 Java "Currency App"

- A JavaFX app to check the current currency exchange status from cbr.ru.
- https://github.com/RjvPivs/CurrencyApp

2022 Java "Server"

- · A java server with spring.
- https://github.com/RjvPivs/javaServer

Personal skills

Languages known

• English: Academic IELTS 7.0

• Russian : Native

Strengths

• Strong motivational skills.

• Ability to work under pressure.

- Ability to work individually as well as in a team.
- · Sociability.
- · Open-minded.
- Purposefulness.

Achievements

• 2021 Junior PayTech forum participant with a personal project "Safe contracting platform".

Other interests _

- The World History.
- · Classic literature.
- PC gaming.