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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 currenct 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.