



Rustam Guseyn-zade

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November 16th 1998

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Rustam Guseyn-zade

Student | Higher School of Economics University | Computer Science

Education

2016 - present, Higher School of Economics University
BS in Computer Science

2011 - 2016, Physics and Mathematics Lyceum "The Second School"
Class with in-depth study of English

2006 - 2011, School № 199

Experience

Dec 2017 - present, University project, Higher School of Economics University

I'm working on web-application, related with maps. Ideally, the application should mark more lighted and safer road sections

Oct 2017 - Feb 2018, Team Manager, "School of IT-solutions"

Was manager of even 2 teams and both reached the final

July 2017 - Aug 2018, Teacher of Maths, Mathematical camp "Beren-deev glades"

2013 - 2016, Participation in various maths olympiads

I was interested in olimpiads from childhood and did it successfully. Short Lists with names of olympiads, I won:

- Olympiad "The highest test" (2016)
- Olympiad "PhysTech" (2016)
- Olympiad "Tournament of Cities" (2014, 2015, 2016)
- District stage of the All-Russian Olympiad of schoolchildren (2014 - 2016)
- Moscow Mathematical Olympiad (2013) in Mathematics II degree, the Delaunay Prize;

Some of Passed courses

Computer architecture and operating systems

Some topics:

- Assembly
- Linux operating system: deployment and operation using the command line interface
- Representation of integers. The order of the bytes is Big-Endian and Little-Endian.
- Organization of stack frames and position-independent code.
- Work with the file system using the POSIX API.
- Working with virtual memory. Files that are mapped to memory.
- Unnamed and named pipes. Redirection of input-output. Conveyor.
- (The course is still going on)

Linear algebra and geometry

Additional chapters to Linear algebra and geometry



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Additional chapters to Algorithms and data structures

Some topics:

- Turing machine.
- NP-hard and NP-complete problems
- Ratio of classes NP and EXPTIME. The theorem on the hierarchy of problems in time.
- Segmentation of images into several classes. The NP-difficulty of the task of segmenting images into three classes.
- The NP-difficulty of clustering, which minimizes the maximum intra-cluster distance.
- Randomized algorithms. Monte Carlo and Las Vegas.

Linear algebra and geometry

Algorithms and data structures

Various Basic Algorithms and concepts

Fundamentals and methodology of programming

Nuts and bolts of C++, realization of various structures

Software Development Skills

Programming

- | | | |
|---------|----------|--------------|
| ◦ C/C++ | ◦ Python | ◦ Assembly |
| ◦ HTML | ◦ CSS | ◦ JavaScript |
| ◦ PHP | | |

Interests

Professional

Data analysis, artificial intelligence, web design, web app creation, software design, game development, maths

Personal

Drawing, guitar, cooking, swimming, cinema and writing scripts for short-movies or games