Andrei
ILIN MIKHAILOVICH

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⌗ github.com/stariktenger

My name is Andrei Ilin, I am a stduent of **UGA** on the 1st year of master degree,

EDUCATION

Master of Science in Informatics at Grenoble
Université Grenoble Alpes 📍
2023 — present 📅

Bachelor of Applied Mathematics and Information Science
GPA: 4.2/5.0
Bauman Moscow State Technical University 📍
2020 — 2023 📅

High school
GPA: 5.0/5.0
Lyceum 40, Nizhniy Novgorod 📍
2018 — 2020 📅

PROJECTS

Formal Language Converter
Study project on Formal Language Theory. Processes regular expressions and finite automata an generates a step-by-step description of all transitions in LaTeX
⊙ C++ ⊙ LaTeX
github.com/StarikTenger/Chipollino ⌗

PathTracing
Rendering realistic images using path tracing. My coursework on the topic of Computer Graphics
⊙ C++ , ⊙ GLSL
github.com/StarikTenger/PathTracing ⌗

Mimic Game
University project made during summer practice. Consists of two parts: the game itself and a level editor
⊙ Typescript
github.com/bmstu-iu9/ptp2021-6-2d-game ⌗

Online Space Shooter
Game developed by the group of BMSTU and MIPT students. It is a 2d multiplayer space-shooter which takes all features of newton mechanics such as linear and angular inertia
⊙ C++ ⊙ SFML ⊙ Box2d
github.com/StarikTenger/SpaceSodomy2 ⌗

WORK EXPERIENCE

Python backend developer
Worked on university contest platform during summer practice. The platform is now used by BMSTU students
📍 Moscow, Russia (remote)
📅 Summer 2022
⊙ Python ⊙ Flask ⊙ HTML

Huawei – research lab
Wirked with image cmpression in Mesa3D driver
📍 Nizhnii Novgorod
📅 Summer 2023
⊙ C ⊙ Mesa3D ⊙ HTML

SKILLS

Programming languages
●●● C/C++   ●●● Python
●●○ Haskell   ●●○ JS
●○○ Java   ●●○ Golang
●○○ Scheme   ●○○ Assembly

Technologies
⊙ Git ⊙ OpenGL ⊙ SQL

Skills
⊙ Mathematical Analysis ⊙ Lineal Algebra
⊙ Analytic Geometry ⊙ Formal Language Theory
⊙ Operating systems ⊙ Computer Graphics

LANGUAGES
●●● English (C1)   ●●● Russian (Native)
●○○ French (Beginner)

PERSONAL INTERESTS
🏷 Electric guitar 🏷 Composing music
🏷 Game jams 🏷 Drawing