Andrei
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⌨ github.com/stariktenger

My name is Andrei Ilin, I am a stduent of **Bauman Moscow State Technical University**, currently working on my projects in **Formal Language Theory** and **Computer Graphics**

EDUCATION

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

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

SKILLS

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

Technologies
● Git   ● OpenGL   ● SQL

Math
● Mathematical Analysis   ● Lineal Algebra
● Analytic Geometry   ● Formal Language Theory
● Universal Algebra

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

PERSONAL INTERESTS

🏷 Electric guitar   🏷 Composing music
🏷 Game jams   🏷 Drawing