# Ivan Ogloblin

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## Education

**Saint-Petersburg State University** **Sept 2019 " July 2023**

*Bachelor of Science in Computer Science and Software Engineering*

Related Coursework:

- C++
- Kotlin
- Python
- Haskell
- Scala
- Algorithms
- Machine learning
- Unix
- Operating system
- Algebra
- Mathematical Analysis
- Discrete Mathematics

## Experience

**Yandex developer intern** **July - Sept 2021**

- worked in two commands on backend c++/python/sql
- developed support system for training scripts to work with an optimized structure for storing variable logs

## Projects

**Smashy Ninja** **2018**

- `https://play.google.com/store/apps/details?id=com.PixArt.Pouc`
- `https://github.com/StudioShader/Smashy-Ninja`
- I made a mobile game with Unity 3d engine, published in Google Play, play it right now!
- My sister drew all of the sprites. The hardest part was to make her do it in time.
- Before this game I had about 10 similar unfinished projects. This is the only one that looked publishable.

**Archiver** **2019**

- `https://github.com/StudioShader/huffman-archiver`
- Program implemented in **C++** for data compression and decompression.
- Used Huffman algorithm in implementation.

**DoNotExplode** **2019**

- `https://github.com/StudioShader/DoNotExplode`
- A billet for my next game
- Procedurally generate self-intersecting path for ball to bounce with a certain rules

**ML-projects** **2019**

- `https://github.com/StudioShader/ML-Projects`
- I included implementation of Ant-colony and Genetic algorithms for "Travelling salesman problem"
- also contains realisation of K-means, SVM, Clustering and neural network algorithms

**RTV-redactor** **2020**

- `https://github.com/makselivanov/RTV_redactor`
- Working with tracing algorithms, writing a classifier
- I wrote algorithm of recognition with ideas of interpolation angles and point structures

## Skills

- C++, Python, C#, C. Have experience in programming on Java, Kotlin, Haskell, Scala, SQL, Lean
- Git, GitHub, Linux, Unity3D, SVN, Blender(3d modeling).
- Russian (Native), English (Upper-Intermediate)

## Achievements

**Open olympiads**

- Top 60 out of 1100 in "Open olympiad in Mathematics" 2018 and 2016
- Top 174 out of 1404 in "Open olympiad in Mathematics" 2017
- Top 109 out of 1103 in "Open olympiad in Physics" 2018

**International scientific school conference "XVIII Kolmogorov Readings"** **2019**

- I took third place in the discipline of computer science and mathematical modeling
- The subject of the project was to construct model for optimal qualitative assessment of hospitals