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
- ML
- Statistics
- C#
- Data Bases
- Quantum computing
- JavaScript
- html and css

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

Huawei assistant engineer, developer **October 2021 - January 2022**

- backend C#/.netASP/EntityFramework/Autofac + frontend 3js/react/VR
- research work on handwriting recognition using convolutional network under "Human Computer Interactions"

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!

Archiver **2019**

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

DoNotExplode **2019**

- `https://github.com/StudioShader/DoNotExplode`
- 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`
- I wrote algorithm of recognition with ideas of interpolation angles and point structures

Skills

- C++, Python, C#, C, Java, JavaScript, html, CSS, Kotlin, Haskell, Scala, SQL, Lean
- ASPnet, EntityFramework, Microsoft Sql express, React, three.js
- Git, Linux, Unity3D, SVN, Blender(3d modeling), protobuff, Shiny.
- Russian (Native), English (Upper-Intermediate)

Achievements

ICPC

- 41 Place, Northwestern Russia Regional Contest St.Petersburg, October 26, 2019
- Honorable Mention, Northwestern Russia Regional Contest St.Petersburg, 14 November, 2020

Open olympiad

- Top 60 out of 1100 in "Open olympiad in Mathematics" 2018 and 2016

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

- I took third place in the discipline of computer science and mathematical modeling