

# Ivan Ogloblin

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## Education

### Saint-Petersburg State University

Sept 2019 - July 2023

*Bachelor of Science in Computer Science and Software Engineering*

### Pontifical Catholic University of Rio de Janeiro

Sept 2022 - July 2024

*Masters degree in Mathematics*

Related Coursework:

- |              |                        |                         |                       |
|--------------|------------------------|-------------------------|-----------------------|
| ○ C++        | ○ Parallel programming | ○ Mathematical Analysis | ○ Quantum Computing   |
| ○ Kotlin     | ○ Math logic           | ○ Random Process Theory | ○ Quantum Information |
| ○ Python     | ○ Machine learning     | ○ Discrete Mathematics  | ○ JavaScript          |
| ○ Haskell    | ○ Unix                 | ○ Statistics            | ○ HTML and CSS        |
| ○ Scala      | ○ Operating system     | ○ C#                    | ○ Networks            |
| ○ Algorithms | ○ Algebra              | ○ Data Bases            |                       |

## Experience

### Yandex developer intern

July - Sept 2021

Worked in two teams on backend C++/Python/SQL. Developed support system for training scripts to work with an optimized structure for storing variable logs. Wrote tests for components that were used to prepare data for a neural network that makes recommendations. Got acquainted with the concepts of services and levers. Dove into the intricacies of communication between services and systems for transmitting information with errors for debugging.

### Huawei assistant engineer, developer

October 2021 - January 2022

Worked on backend C#/.netASP/EntityFramework/Autofac + frontend 3js/react/VR. Developed system of package communication with no delay, that alternates between http and signalR requests.

Did research work on handwriting recognition using convolutional network under "Human Computer Interactions". Got familiar with CNN, RNN and LSTM structures.

## Projects

### Smashy Ninja

2018

I made a mobile game with Unity 3d engine, published in Google Play, play it right now! ([playmarket](#)) ([github](#))

### Archiver

2019

C++ Used Huffman algorithm in implementation for data compression and decompression ([github](#))

### Vacanter

2019

The Vacanter is a mobile application for matching employers with potential employees. I provided database and backend system for the application using postgresSQL, python, Datagrip. ([github](#))

### ML-projects

2019

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 ([github](#))

## 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), protobuf, Shiny
- Russian (Native), English (Upper-Intermediate), Portuguese (Elementary)

## Achievements

### ICPC

2020

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

### Open olympiad

2018 and 2016

- 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