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
- Parallel programming
- Math logic
- Machine learning
- Unix
- Operating system
- Algebra
- Mathematical Analysis
- Random Process Theory
- Discrete Mathematics
- Statistics
- C#
- Data Bases
- Quantum Computing
- Quantum Information
- JavaScript
- HTML and CSS
- Networks

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)

DoNotExplode **2019**

- Procedurally generate self-intersecting path for ball to bounce with a certain rules (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)

RTV-redactor **2020**

- I wrote algorithm of recognition with ideas of interpolation angles and point structures (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), protobuff, Shiny.
- Russian (Native), English (Upper-Intermediate)

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