

# Ivan Ogloblin

☎ +7 (913) 923 87 12 • ✉ studioshader2018@gmail.com • 🎮 StudioShader

## 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](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, Linux, Unity3D, SVN, Blender(3d modeling), protobuf, Shiny.
- Russian (Native), English (Upper-Intermediate)

## Achievements

### Open olympiads

- Top 60 out of 1100 in "Open olympiad in Mathematics" 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
- The subject of the project was to construct model for optimal qualitative assessment of hospitals