Ivan Ogloblin

☎ +7 (913) 923 87 12 • ⊠ studioshader2018@gmail.com • **⑤** StudioShader

Education

Saint-Petersburg State University

Sept 2019 - July 2023

Bachelor of Science in Computer Science and Software Engineering

Related Coursework:

o C++

Kotlin

Python

HaskellScala

Algorithms

Machine learning

Unix

Operating systemAlgebra

Mathematical Analysis

Discrete Mathematics

ML

Statistics

o C#

Data Bases

• Quantum computing

JavaScript

o html and css

Experience

Yandex developer intern

July - Sept 2021

worked in two commands on backend c++/python/sql

o 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

o research work on handwriting recognition using convolutional network under "Human Computer Interactions"

Projects

Smashy Ninja 2018

o https://play.google.com/store/apps/details?id=com.PixArt.Pouc

o https://github.com/StudioShader/Smashy-Ninja

o I made a mobile game with Unity 3d engine, published in Google Play, play it right now!

Archiver 2019

o https://github.com/StudioShader/huffman-archiver

• C++ Used Huffman algorithm in implementation for data compression and decompression.

DoNotExplode 2019

o https://github.com/StudioShader/DoNotExplode

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

ML-projects 2019

o https://github.com/StudioShader/ML-Projects

I included implementation of Ant-colony and Genetic algorithms for "Travelling salesman problem"

o also contains realisation of K-means, SVM, Clustering and neural network algorithms

RTV-redactor 2020

o 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
- o Git, Linux, Unity3D, SVN, Blender(3d modeling), protobuff, Shiny.
- Russian (Native), English (Upper-Intermediate)

Achievements

ICPC

- o 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

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