Bogdanov Vladislav

ITMO CT student, 21 y.o.

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>skills

Languages: experienced with C++, Java, JavaScript, familiar with Python, C#.
Developer tools: confident use of git, bash, VS Code, Linux.
C1 english, colloquial and technical.

Often find non-obvious solutions, thanks to strong algorithmic base and creative thinking. Fast to learn new technologies. Quick to read, understand and find errors in unfamiliar code.

>about myself

Work experience: for the last 4 years I've been working on team projects, algorithms and server side backend, that I implement completely on low level.

Olympiads: winner of the Open olympiad for schoolchildren in computer science from ITMO in 2018, winner of the NTI Olympiad "Smart House" and prize-winner of the NTI Olympiad "Neurotechnologies".

Had been teaching in Summer School of Young Programmers in 2019 and 2020 (project activity for children), and I personally teach programming to several children since fall 2020.

I organize events in local board games club, including process automation with google sheets and google script. Have organized club trantition to online for the period of lockdown.

I study, teach and work from home with no loss of punctuality or productivity. I read books on self-development, at the moment - the Pragmatic Programmer.

>education

- Summer School of Young Programmers : 2014, 2016, 2017, 2018
- SESC NSU : 2015-2018
- ITMO University, applied mathematics and computer science : 3rd term

>my projects

Java server for MP game : github
- Server via Java.net.ServerSocket
- Processing data from android.location
- Data serialization via com.google.gson

C multiplayer game : github
- application architecture design
- project team management
- networking via arpa/inet.h

JS widget with charts
- Data collection from API via AJAX
- Function calculation on data
- Rendering via HTMLCanvas, interactivity via Event.click

JS companion to roll20.net
- Connectiong to roll20 API from inside browser via tampermonkey
- Reading Google Sheets via Papa Parse
- Converting data to roll20 API format

Web/Kotlin notebook : gitlab
- Client via KotlinX.HTML + Bootstrap
- Server via Ktor
- Remote DB on MySQL via JetBrains.Exposed
- Deploy to Amazon AWS: server on Lambda, DB on RDS.