

Vladimir Kataev

A.S. in Computer Science
Certified in C++

Contact Details:

vova.kataev@gmail.com

<http://github.com/VladimirKataev>

<https://www.linkedin.com/in/vladimir-k-43951a117>

<https://leetcode.com/VladimirKataev/>

I have been studying computer science for the last ten years and have done a few projects. Now that I have moved to Silicon Valley as a permanent resident, I feel that now is the right time to start a career as a Software Developer. I'm looking for a real-world exciting and challenging project that makes a difference.

Education & Relevant skills:

- UC Riverside (2022-Present):
 - Data Science student
- De Anza College(2018-2021):
 - Associate's Degree in Computer Science
 - Advanced C++ Certification
 - X86 assembly
- IDTech (2021 Summer):
 - Part time teacher
 - C++ / Python
- Self-learned:
 - Linux (2007-Present)
 - Bash
 - Git
 - Adversarial AI
- Saratoga High School(2016-2018):
 - Java
- Glasgow Academy, private school (2014-2016):
 - Python

Past Projects:

[Adversarial AI](#)¹

Decision trees, alpha-beta pruning, bitwise optimisations, and multithreading to make a Reversi AI.

[Client-Server Programming](#)²

Created a client and server for a connect-4 game. This model featured server-side matchmaking, accounting for client "skill rank", and "queue time". Client had a Visualiser to play the game in.

IT computer donations:

Took part in OTI, refurbishing PCs to donate to those who can't afford their own PC for schoolwork.

[Game Development](#)³⁴

Using C++20, worked on the "Tank 2021" game, with a team of 5. Our game won "Best in Class", teaching us about C++ library linking and advanced C++ functions. We also used github to keep the game up to date.

¹ https://github.com/VladimirKataev/VLADS_GAME

² <https://github.com/VladimirKataev/LegacyCode/tree/master/javaAPCS/FinalBackup>

³ <http://voyager.deanza.edu/~bentley/references/Tank2021/Tank2021.html>

⁴ <https://github.com/restCoder97/TankGame>