

# MIKE ZAG

**Mobile:** +61 426 959 123  
**Email:** zagoruiko.mikhail@gmail.com  
**GitHub:** [github.com/WeededMuffin385](https://github.com/WeededMuffin385)  
**LinkedIn:** [linkedin.com/in/weededmuffin385](https://linkedin.com/in/weededmuffin385)



## Profile

An enthusiastic student deeply devoted to expanding knowledge in the field of information technology, with a keen aptitude for research, active involvement in class discussions, and consistently producing high-quality assignments. Demonstrated track record of acquiring hands-on experience through internships, campus engagements, and volunteer work.

## Education

### Dubna State University, Russia

Bachelor of Software Engineering (2 years)

### Torrens University, Australia

Bachelor of Information Technology (1<sup>st</sup> year)

## Publications

- “Creation of a Game Engine and a Computer Game”, the collection: Creativity of the young. Collection of proceedings of the 26th Regional Scientific and Practical Conference of Students, Apr 2022.
- “Collection of articles of the VII International Scientific and Practical Conference “Scientific and Technical Development of Russia and the World”, Scientific and educational platform “Digital Science”, Jul 2023.

## Honors and Achievements

- Recipient of the first prize of the High School Olympiad “RITHM-MIET”, Zelenograd, Moscow Oblast, 2022;
- Recipient of the Regional Program Scholarship based on the academic results, 2022-2023;
- Recipient of the prize in the field of Information Technologies and Programming at the 26th regional “Young Creativity” scientific and practical conference held in Zelenograd, Moscow Oblast in 2022;
- Recipient of the prize in the field of Computer Science at the State University of Dubna Olympiad, Dubna, Moscow Oblast, 2022;

## Relevant Skills

### Software Development

- C++, C#, Python, Rust
- React, HTML, CSS, JS, TS
- SQL

### Soft Skills

- Teamwork
- Problem-solving
- Positive attitude

## Relevant Coursework

- Object Oriented Programming; Procedural Planet Generation Using C++
- Decision Theory; Automation of Weather Prediction System Using KNN Classification Algorithm and Rust Programming Language

## Employment History

### SAP Consultant Trainee, Internship - TerraLink LLC

June 2023 - August 2023

Technology participation: SAP S/4 HANA, ABAP Programming Language.

### C++ Software Engineer, Internship - Nordavind

July 2024 - August 2024

Technology participation: OpenGL, C++17, FFmpeg.

## Volunteer Experience

Development of a chat-bot for analytics and automation of customer feedback for telecom company

- Telecom MPK, 2 months
- Acted as a software developer within a team of volunteers to work on the chat-bot interface.
- Developed front-end development skills, and learned HTML, CSS, JavaScript programming languages.

## References

Available upon request