

MIKHAIL ZAGORUIKO

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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 (1st 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