Anait Kasamanian

Software Engineer

Contact

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Wolfsburg, Germany

Links

LinkedIn

GitHub

Instagram

Expertise

- C, C++, Git, Shell,
- Typescript/JavaScript
- Angular, Html, Css
- Swift, SwiftUI
- Docker

Language

English	- C1
German	- B1
Armenian	- Native
Russian	- Native
Ukrainian	- Native

Experience

2023 - 2024

T-Systems International GmbH

Software Engineering Intern in Connected Mobility

Connected Mobility Academy - educational program from Connected Mobility department of T-Systems. Daily tasks on topics of **Software Architecture**, Cloud (working with **Azure Cloud Computing Services** and **Terraform**), **Automation** (**CI/CD**) (working with **Azure Cloud**, **Docker**, **GitHub Actions**, **Kubernetes deployment**)

Contribution to the UI on a customer project for **Mercedes Benz**, working with **Angular** on the frontend, and **Python** on the backend.

Contribution to the Frontend with **NextJS/React**, to an **open source project** that was presented as Hack Challenge environment in **Eclipse SDV Hackathon**.

Education

2021 - 2024

42 Wolfsburg

Software Engineering school

42 Wolfsburg is innovative software engineering school of higher education, with project based **peer-to-peer** learning approach. The core curriculum consists from learning-projects, where each project is a practical challenge focusing on a specific aspect of programming. Projects are mainly done in low level programming language **C** , and later in the core in **C++** and **TypeScript**.

2015 - 2020

Business-Informatics Bachelor of Science

Chelyabinsk State University

As an interdisciplinary science, business informatics **combines business administration and computer science**. The course of study conveys sound theoretical and practical knowledge and skills in both areas and deals with the application of information and communication technology methods to operational problems.

Projects

2023

Cub3D (Wolfenstein like 3D game)

Team project, written in **C**, **Wolfenstein like 3D game**, created using **simple raycasting** technique, graphical library created by 42 school (MiniLibx), without any other additional external libraries. **My part in this project**: creation of the simple **raycaster**, creating **custom texture design** for the game.

2023

Minishell (bash clone)

Group project, written in **C**. The goal of the project was **creating a functional clone of bash** that is **executing shell commands**, handling **input/output redirections, pipes, environment variables**. As well as implementation of few of the signals and few specific builtins. **My part in this project**: execution, implementation of pipes, input/output redirection, signals.

2022

Fractal renderer

Graphical visualization of Fractals (visual representation of certain mathematical patterns), **coded in C**, using graphical library created by 42 school (MiniLibx), without any other additional external libraries. Rendering of **Mandelbrot fractal**, few **fractals of Julia set** and **Burning ship fractal**. All fractals available in few different colour combinations.