

Nikita Proskurnikov

Bremen, Germany

☎ (+49) 1624184363 | ✉ milaevpro@gmail.com | 🏠 iandi.dev | 📺 landmee | 🌐 nikita-proskurnikov

Experience

Digital Security (Audit Department, Research)

- Place: **Russia, Saint Petersburg**
- Dates: **June - August 2021, 3 months**
- Researched persistence methods in different OS types (Windows/Linux) ([github](#))
- Made cheatsheets for methods of persistence in Windows and Linux
- Implemented a tool for persistence automation in Linux systems.

JetBrains (Software Engineer, Internship)

- Place: **Germany, Bremen**
- Dates: **June - August 2023, 3 months**
- Implemented assembly language (NASM) in [ReSharper](#)
- Implemented lexer, syntax parsing, hints, errors highlighting, and analyzing
- Performance optimizations by using performance profilers.

JetBrains (Software Engineer, Work student)

- Place: **Germany, Bremen**
- Dates: **November 2023 - May 2024, 7 months**
- Diploma work (Details hidden for now)

Achievements

- | | | |
|---------|------------------------------------------------------------------------------------------------------------------------------|------------------|
| 04.2021 | Finished 15th out of ~1000 participants, prize-winner , Saint Petersburg state university math Olympiad | <i>Russia</i> |
| 03.2020 | Finished in top 5% among ~1500 participants, prize-winner , "Phystech" math Olympiad (MIPT) | <i>Russia</i> |
| 10.2021 | Finished 9th (red team "Wetox") , Standoff , cybersecurity competition between blue and red teams | <i>Russia</i> |
| 06.2021 | Finished 7th out of 200 teams , CTF Zone , cybersecurity competition in the format "capture the flag" | <i>Worldwide</i> |

Skills

Programming Languages	C/C++ (advanced), C# (advanced), Python (intermediate), Bash (intermediate)
Spoken Languages	English (~C1, advanced), German (A1+, learning), Russian (native)
Technologies & Frameworks	Linux (advanced), Windows (intermediate), Docker (advanced), Git (advanced), Apache/Ngnix (intermediate)
Professional Certifications	HTB CPTS

Projects

Nintendo Entertainment System emulator ([github](#))

- Languages & Frameworks : **C++, Boost, Cmake, Qt**
- Worked in a team of 3.
- The program can run digitized cartridges that had been used by real NES.
- Emulates all meaningful hardware components like CPU, CPU BUS, PPU, RAM/ROM, mappers, and controller.
- Implemented functionality like "Cheat engine", which allows the user to search and change values in ROM/RAM, and play through the network.
- Implemented by me: CPU, CPU BUS emulations, "Cheat engine" logic and play through the network.

PDB-extractor ([github](#))

- Languages & Frameworks: **C# (without any additional libraries)**
- Receives the list of PE files from the command line and extracts a PDB file location
- Parses a PDB file information in different streams and prints it in the console

Console chat ([github](#))

- Languages & Frameworks: **Python3, SQLAlchemy, Flask, Unicorn**
- Creating groups for chatting
- Sending/getting messages by the Flask routes, saving messages history using SQLAlchemy
- Possibility of multi-processing by Unicorn

Education

Constructor University Bremen (2022 Sep - 2024 Jun, Bachelor)

Bremen, Germany

- Bachelor of Computer Science program, taking additional JetBrains courses in addition to the university classes

Higher School of Economics (2021 Sep - 2022 Jul) (GPA 8.62/10)

Saint Petersburg, Russia

- Faculty of mathematics and computer science, bachelor of "Applied Mathematics and Informatics" program