Rodion Efremov

Résumé

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Education

2008–2014 **Bachelor of Science, Computer Science**, *University of Helsinki*, Helsinki, *grade point average 3.6/5.0*.

2004–2008 High School, Anjalankoski High School, Kouvola.

Bachelor thesis

Title Polunhakualgoritmit ja -järjestelmät (engl. Shortest path algorithms and systems)

Description I studied and compared several shortest path algorithms, ways to speed up the search such as using bidirectional search, concurrency, heuristic search, graph preprocessing and confining to special graph types. Score: 4/5.

 ${\color{blue} Download https://github.com/coderodde/bsc-thesis/blob/master/tutkielma.pdf?raw=true} \\ {\color{blue} URL}$

Work experience

9.2009- Personal assistant, City of Vantaa, Health and Social services, Vantaa.

4.2010 Going to the grocery store, cleaning and making food for my customer with moving disabilities.

5.2009- **Process operator**, Oy VR-Rata Ab, Rail-welding unit, Kouvola.

9.2009 Marking the rails and operating the rail saw.

6.2008- Process operator, Oy VR-Rata Ab, Rail-welding unit, Kouvola.

9.2008 Marking the rails and operating the rail saw.

4.2007- Janitor, Nuorten Kuntoutus Nurku Oy, Kotka.

6.2007 Keeping a house and its surroundings in order. Gardening and woodwork.

Languages

English **fluent**

Finnish fluent

Russion native language

Technic skills

Proficient Java, C

Good Javascript, HTML5, CSS

Intermediate SQL

Basic C++

Technical interest

Unit and integration testing back-end development graph algorithms optimisation algorithms data structures machine learning analytics

Publications

leading to global zero-equity

Computing A method for computing such debt cuts in a loan network, that the entire loan debt cuts network develops into a state, where each and every node has zero equity (the loans may be just "forgot"). I have produced an implementation for the method.

Portfolio

Parallel radix Very efficient, parallel integer sort algorithm for parallel arrays. sort

ACM DL A parallel crawler loading information from ACM web site in order to reconstruct Crawler the collaboration graph.

Javascript A Javascript replica of the famous PacMan game. PacMan

Java A nifty Battleships game clone developed in Java on behalf of a school project. Battleships Stores the game state for the user to be able to continue his/her game at the next run of the game.

biblex A stand alone, graphical Java program for managing BibTeX-references persisting information into a SQLite database.

multilog A web forum developed on behalf of a web programming course. Stores all the data into a PostgreSQL-database. Supports a user hierarchy of three levels: user, moderator, admin. The entire forum is organized into topics, each containing threads, each containing actual posts. Shows a registered user list of threads containing updates. Allows simple text search. Supporst a simple marking language (italics, bold, monospaced font), and can fix the invalid marking.

rateapp A simple web application allowing a user rate movies and receive recommendations based on the user's ratings. Made on behalf of a school project course.

Suosittelijat

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