< Liatorovskii Daniil />

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Education	Bachelor MIPT Applied Mathematics and Computer Science	2022 - 2026

Skills

Programming languages: [Python, TypeScript, C++, SQL];

Tech: [[Pytest, Pandas, Numpy, Matplotlib, FastAPI, SQLAlchemy],
        [Next.js, React Native, Astro, Jest]];

Other: [Linux, PostgreSQL, Jupyter Notebook, Docker, Figma];

Experience

Own prohramming language (github of the project)

    The project included:
1. Mathematical part: theory of regular languages, finite automata
2. Compiler design: scanner, lexer, parser
3. Implementation: Python, OOP, graph algorithms, cli development
    After this project, I understand how programming languages work
under the hood, what compilers, interpreters and translators do

Basketball league database (github of the project)

    The project included:
1. Database design: conceptual, logical and physical models
2. Certification: 3NF, CD-2, SCD-4
3. Working with the database: SQL queries, combining tables,
functions, views, indexes, analyzing data from a Python database
    After this project, I can design a database, work with PostgreSQL
DBMS, make queries to the database and optimize them

Ray Tracing (github of the project)

    I have been programming a physically plausible rendering of light
in C++ using the principles of OOP. The environment of objects, the
reflectivity and transmittance of materials are taken into account.
This helps to achieve a realistic image.