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### **PROFILE**

3<sup>rd</sup> year student of St. Petersburg State University of Economics. Since high school I have been developing various things. I tried myself in variant fields such as web development, mobile development, game development, software development and many others. I can work with different office packages, I know Python, C, Bash and other languages. I am interested in the development of projects with algorithmic overtones. I am also interested in low-level things. Knowledge in Linear algebra, Probability and Statistics, Numerical methods and Discrete mathematics.

#### Location

Russia, Saint Petersburg

### Languages

Russian (Native)

English (Intermediate) German (Basic)

### Contacts

Website: ebronnikov.xyz Email (1): bronnikov.40@mail.ru Email (2): egor@ebronnikov.xyz Telegram: @endygamedev GitHub: @endygamedev

#### **WORK EXPERIENCE**

Russia, St. Petersburg

2019-2019

Developed an AR application for 6OG on the Vuforia engine at Unity3D

#### **EDUCATION**

Gymnasium Nº73 «Lomonosov gymnasium» 2008-2019

Secondary Education

#### Computer Science Training Center

2016-2017

Object-oriented Programming in C#

Computer Science Training Center 2017-2018

Neural Networks and Simulation

Computer Science Training Center

2018-2019 Java Mobile Programming

#### Saint Petersburg State University of Economics

2019-present (3<sup>rd</sup> year)

Bachelor of Applied Mathematics and Computer Science

### **CERTIFICATES**

Certificate of completion of additional education

Computer Science Training Center 2019

«Functional programming in the Haskell Language» Stepik

## 2021

## **SKILLS**

## Office packages

Microsoft Office, LibreOffice, OpenOffice, Google Office (Docs, Sheets, Slides), LaTeX, Photoshop

**Operating Systems** 

Windows, Linux (Arch, Fedora, Debian, Ubuntu) Data Analysis

# Python, JupyterLab, Probability Theory and Statistics

**Programming Languages** Python, Wolfram Language, C, Rust, Bash, C#, Java, Haskell

# Databases

Microsoft SQL Server, SQLite, MySQL

# Web

webMathematica, HTML, CSS, Bootstrap, Flask, Jinja, Markdown, Jekyll, Nginx

# **PROJECTS**

Year	Technology	Project
2021	Java, C	Computer Science essential things
2021	Pyhon	Maze solver or pathfinding algorithm
2021	Pyhon	Instagram Scraper
2021	Haskell	Haskell and Lambda Calculus
2021	Bash, Perl, Vim Script	dotfiles
2021	С	Expression Evaluator
2021	C, Python, Bash	Module for Python in C: Favorite Dynamic Programming Problems
2021	C, Bash	Party Parrot
2021	Python, Wolfram Language	Numerical Methods
2021	Rust	Rust algorithms and data structures
2020	Python	Graphic editor Visualist
2020	Wolfram Language	Modeling a blocked lane on a freeway
2020	Python, Bash	Bot for the Vkontakte community
2020	SQLite, Python	Python Fundamentals and Getting Started with Data Analysis
2020	Python	Working with the Tkinter module
2019	C#	Commercial development of an AR application for the 60G company
2019	Java	Game «Space Galaga» (code)
2019	C#, Microsoft SQL Server	Data clustering: Expanded project «Fisher's Irises»
2018	C#	Game «PLVNET KEY»
2018	C#	Game «Tim's Adventures»
2017	C#	Game «Who want to be a millionaire»

Egor Bronnikov

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y'all know, what happens on Earth stays on Earth .