

# CV

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EGOR BRONNIKOV

## 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**  
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GitHub: [@andygamedev](https://github.com/andygamedev)

## WORK EXPERIENCE

**6OG**  
**Russia, St. Petersburg**  
2019–2019  
Developed an AR application for 6OG on the Vuforia engine at Unity3D

## EDUCATION

**Gymnasium №73 «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
2022	Python	<a href="#">network-manager-gui: GUI tool for NetworkManager</a>
2021	Java, C	<a href="#">Computer Science essential things</a>
2021	Pyhon	<a href="#">Maze solver or pathfinding algorithm</a>
2021	Pyhon	<a href="#">Instagram Scraper</a>
2021	Haskell	<a href="#">Haskell and Lambda Calculus</a>
2021	Bash, Perl, Vim Script	<a href="#">dotfiles</a>
2021	C	<a href="#">Expression Evaluator</a>
2021	C, Python, Bash	<a href="#">Module for Python in C: Favorite Dynamic Programming Problems</a>
2021	C, Bash	<a href="#">Party Parrot</a>
2021	Python, Wolfram Language	<a href="#">Numerical Methods</a>
2021	Rust	<a href="#">Rust algorithms and data structures</a>
2020	Python	<a href="#">Graphic editor Visualist</a>
2020	Wolfram Language	<a href="#">Modeling a blocked lane on a freeway</a>
2020	Python, Bash	<a href="#">Bot for the Vkontakte community</a>
2020	SQLite, Python	<a href="#">Python Fundamentals and Getting Started with Data Analysis</a>
2020	Python	<a href="#">Working with the Tkinter module</a>
2019	C#	<a href="#">Commercial development of an AR application for the 6OG company</a>
2019	Java	<a href="#">Game «Space Galaga» (code)</a>
2019	C#, Microsoft SQL Server	Data clustering: Expanded project «Fisher's Irises»
2018	C#	<a href="#">Game «PLVNET KEY»</a>
2018	C#	Game «Tim's Adventures»
2017	C#	Game «Who want to be a millionaire»

Egor Bronnikov

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 [andygamedev](https://github.com/andygamedev)  [Valley in Kentucky](#)

 [andygamedev](https://twitter.com/andygamedev)  [andygamedev](#)

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