Leonid Sheremeev

Software Engineer, Berlin, Germany

 +49 1520 4000982 |  sheremeev.anaaay@gmail.com | aaarey.sheremeev | sheaaaen0

# Skills

**Programming** Kotlin, Java, Python, C++/C, Rust , Bash, Haskell

**Technologies** Git, Docker, Spring, AWS, Android, Gradle, gRPC, Jenkins, TensorFlow, Pandas

**Skills** Algorithms&Data Structures, System Design, Coroutines, Parallel programming, Linear Algebra, Statistics, Numerical Methods

**Languages** English, Russian, German (actively learning)

# Work Experience

**JetBrains** *Berlin, Germany*

Software Engineer | Kotlin, Ktor, Coroutines, Gradle *Apr 2023 ‑ Aug 2023*

* Led NP‑complete dependency resolution algorithm development, creating documentation and relatable knowledge base, as a result – boosted dependency resolution algorithm efficiency by an impressive 20%
* Analyzed over 60 projects, designed a testing interface for build data gathering across 30 projects, offered optimization insights
* Conducted extensive research on dependency resolution problem, gathered relevant information from a wide range of papers
* Experimented with various server protocols, and optimization techniques to enhance data downloading
* Continuous Integration Pipeline, pull requests, code reviews, load/stress testing, unit/integration/e2e testing

**NRU HSE University** *Bremen, Germany*

Mentorship for C++ team project *Feb 2023 ‑ Jun 2023*

* Facilitated weekly team meetings to promote idea exchange and maintain a high level of motivation
* Provided guidance on design patterns and effective code structuring techniques, helped with implementation details
* Assisted in code refactoring efforts and conducted thorough reviews of GitHub pull requests to enhance code quality

**Aeronavigator** *St.Petersburg, Russia*

Android Developer | Java, Spring, Android Studio, Gradle *Jun 2022 ‑ Feb 2023*

* Developed a comprehensive mobile application for pilots, providing access to essential documents, schedules, and real‑time communication capabilities with authorities and airport personnel
* Enhanced server‑client communication protocols, optimizing system responsiveness with protocol optimization, reducing latency by 50%
* Conducted extensive refactoring, prioritizing safety and security for 40% of the existing code base

# Education

**Constructor University Bremen (ex Jacobs University)** *Bremen, Germany*

Bachelor of Science in Computer Science and Software Engineering *Dec 2022 ‑ Jun 2023*

**National Research University Higher School of Economics** *St.Petersburg, Russia*

Bachelor of Applied Mathmatics and Computer Science *Sep 2020 ‑ Jan 2023*

# Projects

**3D‑reconstruction app | Java, Android Studio, OkHttp, Python, OpenGL** *NRU HSE University*

Mobile app that identifies objects in photos and transforms them into intricate 3D models *Feb 2022 ‑ May 2022*

* Designed and implemented the core functionality of the app, including the code architecture for all app screens
* Developed interfaces for client/server communication, enabling real‑time collaboration for 3D model reconstruction
* Engineered a system for efficiently saving and restoring the application’s state and critical data, data caching

**Git | Java, Jackson** *NRU HSE University*

Git Implementation with CLI *Apr 2022 ‑ Apr 2022*

* Implemented all core features of the Git: init, add, rm, checkout, log, reset, commit with command line interface with unit test coverage

**Evolution (Desktop game) | C++, gRPC, SFML** *NRU HSE University*

The desktop game inspired by board game ”Evolution” *Feb 2021 ‑ May 2021*

* Developed game logic and established a code architecture following the Model‑View‑Controller (MVC) pattern
* Engineered both server and client‑side functionalities with gRPC to enable online multiplayer gameplay
* Ensured code quality by implementing unit testing for correctness

**Other projects | Java, C++/C, Haskell, Python, TensorFlow**

* **Signal classification:** Neural network that classifies 40 different signals according to MFCC and MEL spectrogram with 99% accuracy
* **Tic‑tac‑toe:** The console game with a testing framework build with C macroses to streamline test development
* **Vector:** The own implementation of C++ std::vector with strong exception safety guarantee
* **Lambda calculator:** Haskell library for resolving ß‑reduction in lambda terms and resolution of problems of their aß and ß equivalence
* **BMP processing:** The application for BMP image download, cropping and rotation