Pavel Proskurnikov

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# Experience

## Digital Security (Audit Department, Research)

* Place: **Russia, Saint Petersburg**

### Dates: June ‑ August 2021, 3 months

* Researched persistence methods in different OS types (Windows/Linux) [(github)](https://github.com/Iandmee/P3rs1f1l3)
* Made cheatsheets for methods of persistence in Windows and Linux
* Implemented a tool for persistence automation in Linux systems.

## JetBrains (Software Engineer, Internship)

* Place: **Germany, Bremen**

### Dates: June ‑ August 2023, 3 months

* Implemented assembly language (NASM) in [ReSharper](https://www.jetbrains.com/resharper/)
* Implemented lexer, syntax parsing, hints, errors highlighting, and analyzing
* Performance optimizations by using performance profilers.

## JetBrains (Software Engineer, Work student)

* Place: **Germany, Bremen**

### Dates: November 2023 ‑ May 2024, 7 months

* Diploma work (Details hidden for now)

# Achievements

04.2021 **Finished 15th out of ~1000 participants, prize‑winner**, Saint Petersburg state university math Olympiad *Russia* 03.2020 **Finished in top 5% among ~1500 participants, prize‑winner**, ”Phystech” math Olympiad (MIPT) *Russia* 10.2021 **Finished 9th (red team ”Wetox”)**, [Standoff](https://standoff365.com/en-US/event#%23cyberBattleTables), cybersecurity competition between blue and red teams *Russia* 06.2021 **Finished 7th out of 200 teams**, [CTF Zone](https://ctftime.org/event/1328), cybersecurity competition in the format ”capture the flag” *Worldwide*

**Skills**

**Programming Languages C/C++** (advanced), **C#** (advanced), **Python** (intermediate), **Bash** (intermediate)

**Spoken Languages** English (~C1, advanced), German (A1+, learning), Russian (native)

**Technologies & Frameworks** Linux (advanced), Windows (intermediate), Docker (advanced), Git (advanced), Apache/Ngnix (intermediate)

**Professional Certifications** [**HTB CPTS**](https://www.credly.com/badges/714648bb-7449-4692-8421-f4bf76600fac/linked_in?t=rtbzzf)

# Projects

## Nintendo Entertainment System emulator [(github)](https://github.com/Iandmee/NADNES)

* Languages & Frameworks : **C++, Boost, Cmake, Qt**
* Worked in a team of 3.
* The program can run digitized cartridges that had been used by real NES.
* Emulates all meaningful hardware components like CPU, CPU BUS, PPU, RAM/ROM, mappers, and controller.
* Implemented functionality like ”Cheat engine”, which allows the user to search and change values in ROM/RAM, and play through the network.
* Implemented by me: CPU, CPU BUS emulations, ”Cheat engine” logic and play through the network.

## PDB‑extractor [(github)](https://github.com/Iandmee/PDB-extractor)

* Languages & Frameworks: **C# (without any additional libraries)**
* Receives the list of PE files from the command line and extracts a PDB file location
* Parses a PDB file information in different streams and prints it in the console

## Console chat [(github)](https://github.com/Iandmee/Simple_chat)

* Languages & Frameworks: **Python3, SqlAlchemy, Flask, Gunicorn**
* Creating groups for chatting
* Sending/getting messages by the Flask routes, saving messages history using SqlAlchemy
* Possibility of multi‑processing by Gunicorn

# Education

## Constructor University Bremen (2022 Sep ‑ 2024 Jun, Bachelor) *Bremen, Germany*

* Bachelor of Computer Science program, taking additional JetBrains courses in addition to the university classes

**Higher School of Economics (2021 Sep ‑ 2022 Jul) (GPA 8.62/10)** *Saint Petersburg, Russia*

* Faculty of mathematics and computer science, bachelor of ”Applied Mathematics and Informatics” program