Stanislaw Ryazanov

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Technical Skills, Language Skills, and Interests

Programming languages: C++, Python, SQL

Backend development: Linux, git, Docker, QT, CMake

Data analysis tools: knowledge of statistics, numpy, pandas, sklearn, scipy, matplotlib, seaborn, pytorch,

xgboost, catboost

Soft skills: Teamwork, readiness to dive into new topics and business processes

Languages: Russian (native), English (IELTS Academic 8.5, C1)

Interests: Generative design, writing and studying electronic music, cooking

Experience

NKT Software

March 2023 - Present

HSE Robotics Lab

June 2023 – September 2023

In my free time I like to code creative interactive apps on C++ via multimedia library called SFML. Here are some of the projects you can find on my GitHub:

- Wave Function Collapse WFC algorithm implementation used to create random PCB designs.
- Flocking Simulator Application that visualizes the behavior of animals (boids) forming flocks.
- A* Pathfinder Interactive application that shows how the A* algorithm finds the shortest path between two points on a weighted graph.
- The Stonks App QT application that lets the user keep track of their stock portfolio.

Education

Higher School of Economics Data Science and Business Analytics, 3rd year	Sep. 2021 — Present. Graduation date: July 2025 Moscow
University of London Data Science and Business Analytics, 2nd year	Sep. 2022 — Present. Graduation date: July 2025 Moscow, online
Gymnasium №1517 Engineering class	Sep. 2017 — July 2021 <i>Moscow</i>