

Gorovov Sergey

JUNIOR PROGRAMMER

I am a hobbyist programmer, and in 2019 I decided to take a step towards a programming career.

I chose the Python programming language for the start and now I am focusing mainly on exploring it, but I am not stopping only at this language.

At the moment my largest project is the realization of the classic Tetris game on Python. You can check it out, as well as my other experiments on my Github account.

(<https://github.com/goserg>).

Technologies

Python, OOP, Data structures, PEP8, Git, Git Flow.

Familiar with Go, Java, HTML/CSS, Bootstrap, SQL, Design Patterns.

Additional skills

I am fluent in English, and easy to learn.

Education

2005-2010

South Russian State Technical University (NPI)

Engineer by specialty Energy supply for the industry.

Work experience

2019-...

Designer engineer in PJSC "Cryogenmash".

Development of engineering documentation for the International Thermonuclear Experimental Reactor (ITER) project, design of 3D models in CATIA, supervision of subcontractors.

2010-2019

Design engineer in JSC "TRTrans" (Railway Transport Technologies).

Development of engineering documentation for electric mounting of the electric locomotives of various types, design of 3D models in CATIA, designer supervision of the manufacturing.

Contacts

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