**Gorovov Sergey**

junior programmer

I am a hobbyist programmer, and now 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 JavaScript, 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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