



Kalashkov Pavel

I want to gain experience of practical participation in the development of modern and much needed projects, use the acquired skills in practice and increase the level of proficiency in them. I strive to exploit my potential and continue studying with maximum efficiency, starting to build my career.

Personal Information

Birth date:

2nd July 2003

Phone number:

+7-985-049-1141

Email:

kalashkovpaul@gmail.com

Languages

English: B2 Upper Intermediate

Russian: Native speaker

Extracurricular Activities

Basketball, running, winter sports, board games, music

Personal qualities

Enthusiastic, curious, responsible, full of initiative, sociable, quick learner and good team worker, self-sufficient

Education

Since 2020: Bauman Moscow State Technical University (BMSTU), Faculty of Informatics and Control Systems, majoring in Software Engineering (Department of IU7 Software Engineering and Computer Science), bachelor degree in Software Engineering and Computer Science in 2024. So far excellent marks in year 1 and 2

Since 2021: Mail.ru (VK) and BMSTU Technopark project, majoring in Web-development. Excellent marks in year 1

Technical Projects

2021, 1st term:

Together with a team of 4 people from the faculty, developed an application enabling to transfer data between computers using a laser beam (as well as Arduino microcontrollers). The final data transmission distance (text, audio, video, images) was 2.5 m; was responsible for data encoding and decoding, as well as for preventing data loss using Hamming codes.

2021, 2nd term:

Together with a team of 3 people from other faculties of the university developed an application for cloud gaming; was responsible for data transfer and network interaction between the server and clients via TCP, UDP protocols, as well as for server asynchrony (using boost asio) and databases (MySQL, MongoDB).

Suggested and implemented the use of Docker containers (as workers) on the server side.

Skills

Software engineering: good knowledge of C++ (as well as STL and BOOST libraries), C, Python, Assembler basics. Experience in using DBMS, MySQL, MongoDB, PostgreSQL. Also experience in Unix environment, Java, C#, Unity

Good command of the object-oriented, structural and procedural programming paradigms.

Frontend: HTTP/1.1, HTTP/2.2, WebSocket, JavaScript, TypeScript, DOM, Nginx, Docker

Web Development: Bootstrap, Django, Boost (asio, beast), HTML5, Go, CSS3, CSS-in-JS, JavaScript, MVC Framework, ORM, have experience in creating websites.

UI design: Qt, Tkinter, pygame