

Kirill Kondratyuk

Curriculum Vitae

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Education

2016–2020 **School student**, PPML №239, Saint Petersburg, Russia

2020–2024 **INPROGRESS: B.Sc. in Computer Science**, Saint Petersburg State University, Saint Petersburg, Russia

Other

2019 **LKSh A prime class participant**, *The most famous because of it's difficulty computer school about algorithms and data structures*

Main skills

Languages C/C++, python, Kotlin, dart, SQL, haskell

Frameworks flutter, Unreal Engine 4, pytest, doctest

Other OOP, git, linux, remote work, GameDev code architecture patterns, Atlassian Jira and Confluence, protobuf, json

There is my github account: github.com/kirvader

Academy Awards

2021 **ICPC 2021-2022 Quarter-Final participant from SPBSu**, Saint Petersburg, Russia

2020 **Achieving Codeforces candidate to master rang**, <https://codeforces.com/profile/Kondor>

2021 **4th place in HUAWEI Challenge**, *The main purpose of this hackaton was to find out a way to handle big data without making big amount of mistakes. We got 36 mln points, while the main goal was to exceed 30 mln points HUAWEI barrier.*, Innopolis, Kazan, Russia

2022 **Sberfight final's participant**, *Final will be performed in the nearest future/*, Russia

2020 **Final round winner of SPBSu olympiad in informatics**, Saint Petersburg, Russia

2019 **Final round winner of HSE olympiad in informatics**, Saint Petersburg, Russia

2017, 2020 **Regional round prize-winner of All-Russian Olympiad in informatics**, Saint Petersburg, Russia

2017 **IEPHo silver medal winner**, Moscow, Russia, *The most famous international olympiad in experimental physics among school students*

2018-2019 **Regional round winner of All-Russian Olympiad**, Saint Petersburg, Russia

Software Development Experience

2021 Jul **Yandex intern Backend developer**, *Integrating protobuf into process of transferring data.*
–2021 Oct *Finding and fixing small C++ issues that could affect quantity of time and memory.*

2019 Jul– **Flutter mobile developer**, *Implementing basic elements of UI and connecting them with logic,*
2019 Dec *GoodBoy, play.google.com/store/apps/details?id=com.brightwave.goodboy*

2021–now **Flutter mobile developer**, *Creating tasks for other team members under control of more experienced leader of the team. Implementing basic elements of UI and connecting them with GetX pattern logic, Project is in progress - can't share code. But I have contacts of our team leader.*

2020–now **UE Game Developer**, *Integrating works of team's work into Unreal Engine 4. Organizing work in the tech department: creating tasks, planning next sprints according to the work of other departments. Organizing project code architecture, On-going start-up*

Interests

Self-study	Computer vision, micro controller's programming and engineering VR reverse interaction amunition set
Sport	Hockey, basketball, tennis, ping-pong
Hobby	Computer games, anime
Music	Rock