

Nickolay Kononov

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Education

Phys-Math Lyceum №30

General secondary education

September 2014 – May 2018

Saint-Petersburg, Russia

Saint Petersburg State University

Bachelor of Mathematics and Computer Science, GPA: 4.3/5.0

September 2018 – Present

Projects and Work Experience

Tough Flexible Graphics

September 2015 - May 2016

- Worked in a team of 10 people in Computer Graphics Support Group PML №30
- Used Perforce VCS, C program language, OpenGL(v. 4.13), GLSL shader language
- Developed a construction of realistic three-dimensional scenes with real-time lighting and their output to a non-flat screen.

Click all of them

June 2017 - July 2018

- Worked in a team of 3 people at JetBrains practice
- Used git, Java, Android Studio
- Developed clicker game for android

Tanks

September 2018 - February 2018

- Developed a "Dendy Tanks" game using Python, pygame, socket and another libraries

Another small projects

Periodical

- Algorithms and Data Structures library published on github
- Different graphic projects using OpenGL and C++
- Arcanoid and Snake games for MS-DOS using C language and glut
- Small C++ projects with QT

Achievements

3rd place in Computer Science Conference in MSU

April 2016

Additional Education

Computer Graphics Support Group PML №30

September 2015 - May 2016

Stepik C++ Course certificate

4/5 courses of "Modern C++ development" on coursera

Coursera Python, Machine learning courses

Skills

Programming languages: C/C++, Python

Libraries/Frameworks: STL (OpenGL, Boost, QT, glut a little)

Languages: Russian - Native, English - B1

General computer skills: git, \LaTeX , bash, arch linux user