Aleksandra Kuzmina

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Skills

- **Programming Languages:** Kotlin, Haskell, Python ,C++, C, Julia
- **Math:** Linear algebra, Calculus, Probability theory, Discrete mathematics, Game Theory, Statistics
- **Algorithms and Data structures**
- **Interpersonal and soft - skills**
- **Technical:** Git(Github), LaTex, Linux
- **Interpersonal and soft - skills**
- **Languages:** Russian, English

Projects

- **The college admissions matching problem**
  - designing and estimating various mechanisms of university admissions using statistics and game theory
- **Integrate Framework**
  - integrated **libGDX** in a Checkerss written on **Kotlin** and **helped to develop structure and logic of the game**
    github.com/Lana243/Checkers
- **Schreier–Sims algorithm**
  - implemented Schreier–Sims algorithm algorithm on Kotlin as algebra project
    github.com/kuzminash/Schreier–Sims
- **C++ projects**
  - wrote several C++ projects as part of university course tasks
    github.com/kuzminash/Huffman.git
    github.com/kuzminash/SyncQueue
    github.com/kuzminash/MultithreadedMergeSort
- **Kotlin women course**
  - developed and now shooting a course which main aim is to close a gender gap in technology
- **STEM YouTube chanel**
    youtube.com/channel/UCRISzNpmiyfbtVhrvTW583Q

Education

- **Saint-Petersburg State University** Modern programming 2019-2023