

# VASILIIY VAKHONIN

● ● ● ● C++ DEVELOPER



## SHORT INFORMATION

### 2020.09 - present

Study at the programming [School21](#) -  
[Ecole 42](#) franchise

### 2019.10 - 2020.08

Self-study Java (Spring + Hibernate)  
+ HTML && CSS by courses

2018 - End of conscription military service

2017 - Graduated from school

## CORE SKILLS

STL	Bash
boost	Linux, MacOS
nlohmann	Git
protobuf	SQL (MySQL, Sqlite)
Makefile	Docker
CMake	Docker-compose

## ADDITIONALLY

**English:** B2 (reading, simple communication skills)

**Education:** 2020-2024 (Bachelor degree)

Software Development

[School21](#) ( [Ecole 42](#) )

Kazan, Republic of Tatarstan

vahonin\_vasiliy@mail.ru

## MY PROFILES



(press)



- LINK TO THE PROJECT

## C++ PROJECTS

I - [HTTP/1.1 Web-Server](#) (Get/ Post/ Put/ Delete) methods

Project completion date: 05.23.2022

II - [Client-Server boost application](#)

Project completion date: 05.13.2022

III - [Proxy-server](#) for simple data transmission through  
itself

Project completion date: 04.06.2022

IV - [Full implementation of C++ STL](#) 98 version functionality  
(Vector, Stack, Map, Set)

Project completion date: 03.28.2022

V - [Json-deserializer](#) (parsing of game inventory data)

Project completion date: 03.08.2022

VI - [Completed 8 modules of practical tasks](#) to study the  
basic features of the C++ language

Project completion date: 01.19.2022

## C PROJECTS

I - [Partial implementation of bash terminal functionality](#)

Project completion date: 11.09.2021

II - [Implementation of the pipe functionality](#) (ls -la | wc -l)

Project completion date: 11.05.2021

III - [Project of sorting two lists](#) (by stack rules)

Project completion date: 10.13.2021

IV - [Multithreading project](#) of 'dining philosophers'

Project completion date: 08.31.2021

V - [MVP 3D 'Raycasting' game](#)  
(a simple analogue of Wolfenstein3D)

Project completion date: 03.28.2021

VI - [Library of 43 functions](#) (analogue <stdlib.h>)

Project completion date: 10.27.2020

# ADDITIONAL LINKS (BASIC SKILLS)

JavaCore, JavaCollections, Spring Core, Spring MVC, Maven, Bootstrap4,  
Thymeleaf, HTML && CSS, C# && Unity

---



## JAVA PROJECTS

---

**I - Participation in the hackathon IT-GOD** [\(link\)](#)

Participation date: 11.19.2020

---

**II - In total, more than 1000 practical tasks have been solved in the courses** [JavaRush](#) && [JetBrainsAcademy](#)

---

**III - [A simple analogue of Twitter](#)**

Project completion date: 06.02.2020

---

**IV - [Client-Server application with GUI](#) (beat-box)**

Project completion date: 02.17.2020

---

**V - ['MineSweeper' game](#)**

Project completion date: 11.19.2019

---

## C#/UNITY PROJECTS

---

**I - [3D terrain with sounds](#)**

Project completion date: 03.09.2022

---

**II - 3D car sandbox for two players and a 2D game similar in gameplay to "SpaceWar"**

[\(link to both projects\)](#)

Project completion date: 02.18.2022

---

**III - [MVP 3D stealth game](#) "JohnLemon"**

Project completion date: 02.02.2022

---

**IV - [C# simple console application with data serialization](#)**

Project completion date: 10.09.2021

---



## DOCKER

[\(link\)](#) **[Docker-compose project](#)**  
(network of 8 containers)

## HTML & CSS

[\(link\)](#) **[Promo-site](#)** (landing page)  
for the 'Batman 2021' movie'