ASILIY AKHONIN

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

Yazan, Republic of Tatarstan

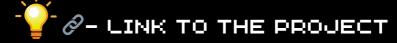
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MY PROFILES





C++ PROJECTS

I - Party 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 - Ø Json-deserializer (parsing of game inventory data)

Project completion date: 03.08.2022

VI - O Completed 8 modules of practical tasks to study the

basic features of the C++ language

Project completion date: 01.19.2022

CORE SKILLS

STL Bash

Linux, MacOS boost

nlohmann Git

SQL (MySQL, Sqlite) protobuf

Makefile Docker

CMake Docker-compose

C PROJECTS

1 - Partial implementation of bash terminal functionality

Project completion date: 11.09.2021

II - Pinplementation 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 - A 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

ADDITIONALLY

English: B2 (reading, simple communication skills)

Education: 2020-2024 (Bachelor degree)

Software Development **& School21** (**& Ecole 42**)

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 \mathscr{O} ($\underline{\mathit{link}}$)

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 - O Client-Server application with GUI (beat-box)

Project completion date: 02.17.2020

C#/UNITY PROJECTS

V - Ø <u>'MineSweeper'</u> game

Project completion date: 11.19.2019

I - 🔗 <u>3D terrain with sounds</u>

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 - A MVP 3D stealth game "JohnLemon" Project completion date: 02.02.2022

IV - O C# simple console application with data serialization

Project completion date: 10.09.2021



DOCKER

<u>Docker-compose project</u> (network of 8 containers)

HTML & CSS