Maslenkov Aleksandr

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Education

- **Moscow Aviation Institute** September 2017 - June 2021
  Bachelor course: 15.03.04 Automation of Technological Processes and Production

- **School 21** October 2021 - present
  Moscow, Russia
  Courses: *Operating Systems, Data Structures, Networking, Databases, Algorithms, OOP, Shell, UNIX, Graphics*

Skills Summary

- **Languages**: C/C++, Java, Bash, SQL
- **Tools**: Make, Docker, Git, VSCode, IntelliJ IDEA, Vim
- **Platforms**: Linux, Windows, MacOS

Projects

- **HTTP-server**: Team project. Web-server with I/O multiplexing, supporting primary HTTP methods (GET, POST, DELETE). Tech: C++, Make, HTML, HTTP (September '22)
- **C++ Containers**: STL Containers implementation: Vector, Stack, Map, Set. Red–black tree implemented. Tech: C++, Make (June '22)
- **Java introduction**: Java infrastructure and basic technologies which are used in enterprise development. Tech: Java, Maven, JUnit, SQL, JDBC, Spring (July '22)
- **Simple Shell (Executable, built-in, signals)**: Implementation of mini UNIX command interpreter. Tech: C, Make. (March '22)
- **The Dining Philosophers Problem Project (UNIX Threads)**: Deadlock prevention algorithm implementation. Tech: C, Make. (February '22)
- **CPP-Modules**: Introduction to OOP in C++(Ad-hoc and subtype polymorphism, overloads and orthodox canonical classes in CPP, inheritance, templates, STL). Tech: C++, Make (April '22)
- **Push-swap**: Sorting data on a "stack" with a limited set of instructions, using the lowest possible number of actions. Tech: C, Make (December '21)
- **Get Next Line**: Function that returns an entire next line on single call from file descriptor. Tech: C, Make (October '21)

Projects Overview

I was working on educational projects based on basic concepts of computer science. The projects are written in C, C++, and Java languages. In the course of writing projects, classical algorithms and data structures were used. I worked with the file system, processes, and threads in UNIX, got acquainted with the basics of client-server interaction, the mechanisms of HTTP, implemented some STL containers (vector, map, set, stack). Several projects have also been implemented in the field of network architecture and system administration. Basic OOP concepts such as inheritance, polymorphism, and encapsulation have been applied in the course of projects. Some patterns were used during the implementation of introductory projects in Java.