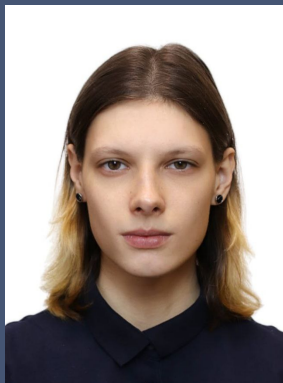


Mazanov ANASTASIA



PROFILE

Passionate **full-stack** developer with experience implementing optimization solutions to improve code performance. I am interested in operating systems and C# development, in corporate development I use Java, Python. I am able to analyze complex problems and find unusual solutions, I have experience in sports programming (ICPC training).

CONTACT DETAILS

@ amazanova800@gmail.com
☎ +7 911 619 43 73
🌐 github.com/mazastya
📍 Russia, St. Petersburg

PERSONAL INFORMATION

Citizenship: **Russian Federation**
Family: **Married**
Languages: **English** (B2), **German** (A1), **Russian** (native)

SKILLS

- C++, C#, Python, Java
- Algorithms and data structures
- Windows, Linux
- SQL, PostgreSQL, Database Architecture
- Communication and team collaboration
- Public speaking techniques

EXPERIENCE

- FULL-STACK DEVELOPER** at *CompanionAid* **2023.12 - now**
◊ Wrote a backend to handle the map and linked to the frontend to display the map for users
◊ Database creation and maintenance
◊ Python bot development
- ART MEDIATOR** at *AnnaNova Galery* **2022.08 - 2024.02**
◊ Working with visitors and conducting art mediations and immersive contextualization
- COMPUTER VISION DEVELOPMENT** at *Artificial Intelligence Laboratory at the university* **2021.09 - 2022.04**
◊ Collecting a point cloud and building a real-time map based on lidar data

PROJECTS

- BACKEND FOR A CAT SHELTER** on Java (in progress) **2024**
◊ The service is able to create https requests on the client's request, process and add to the database, as well as return the values to the user
- BACKEND PROTOTYPE FOR WORKING WITH BANKING SYSTEM** on C# **2023**
◊ The program is represented by hexagonal architecture, can asynchronously process transactions of banking operations, has several connection options (admin, client), has a database and logging of operations.
◊ [Link on Demo](#)
- BATTLESHIP BASED ON A MATHEMATICAL MODEL** on Python **2022**
◊ A console game of Battleship that supports playing with a computer or playing with a friend on the same device. The computer's moves are based on the calculations of mathematical modeling
◊ [Link on Demo](#)

EDUCATION

- BACHELOR. SOFTWARE ENGINEERING** **2024 - 2026**
Faculty of Information Technologies and Programming
National Research University of ITMO / ITMO University.
- BACHELOR. COMPUTER TECHNOLOGIES, SYSTEMS AND NETWORKS**
Department of Computing Systems and Networks **2021 - 2022**
St. Petersburg State University of Aerospace Instrument Engineering
- SECONDARY COMPREHENSIVE SCHOOL NO. 37** **2018 - 2020**
- SECONDARY GENERAL EDUCATION SCHOOL NO. 21** **2017 - 2018**
- GYMNASIUM NO. 13** named after I. Kabanov. Hero of the Russian Federation I. Kabanov **2009 - 2017**

HOBBIES

Music: I play guitar, drums, piano (not really good).
Art: worked in many exhibitions as an art mediator. I love modern art.
Lifestyle: eco-friendly lifestyle and mostly moving by bicycle, LGBT+ activist and feminist.
Miscellaneous: chemistry, biology, math, modern prose, psychology.