Mikhail Bobkov

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EDUCATION

IMPERIAL COLLEGE LONDON
MEng Computing, 2014-2018
2nd class honours (upper division)
GPA: 3.3/4
Software Engineering Algorithms
Software Engineering Design
Software Engeering for Industry
Databases
Computational Techniques
Mathematical Methods
Machine learning
Advanced Robotics

OUNDLE SCHOOL
A-levels, 2012-2014
Physics: D2
Maths: A*
Further Maths: A*
Chemistry: A
Biology AS: A

SKILLS

Proficient :
Java • Python
Basic:
Spring Boot • SQL • Apache Kafka •
PyTorch •Docker • C • C++ • HTML •
CSS • Assembly • JavaScript

LANGUAGES

Russian - Native
English - Fluent
French - Basic
German - Basic
Japanese - Basic

COMPETITIONS

Morgan Stanley Hackathon (2015)
Team of 5 people. Created an application,
which helps parents to keep track on their
children's health. Developed a data graph
generator using PHP and JavaScript.
Bloomberg CodeCon (2015)
Used C++ and Java to solve different
challenges. Finished 8th in Imperial from
25.

WORK EXPERIENCE

BREVAN HOWARD | Software Engineering Intern
April 2017 - September 2017 (5 months), London
- Implemented a service for managing user permissions from scratch, full stack. (React.js, Redux, Java, Spring, MySql)
- Tested how Apache Kafka works with Docker containers and what are the possible failure scenarios.

METASWITCH | Software Engineering Intern
June 2016 – August 2016 (2 months), Coventry
- Improved a translation tool written in Java.
- Added functionality to Call Feature Service, written mostly in C.
- Wrote Python scripts for automating parts of my tasks.
- Improved my abilities to work on a big project, to work with other people's code, ability to learn new things and communication skills.

PROJECTS

ACCELERATING TRAINING STAGE OF THE CNN | 2018
Testing different regularisation algorithms for ResNet architecture and multilevel learning (PyTorch)

WEB APPS PROJECT | 2016
Developed a web based Bomberman game. (JavaScript, Babylon.js, Java, MySQL)

PAXOS | 2016
Distributed consensus system in Erlang.

"VIRUS" | 2016, Individual project
Developed a simple web multiplayer game using Node.js and Socket.io for client-server communication.

WACC GROUP PROJECT | 2015
Developed a WACC (a language created specially by Imperial) compiler in Java (includes support for structures)

PINTOS GROUP PROJECT | 2015
Developed an operating system called PINTOS in C. Learned a lot about synchronization primitives.

ARM11 GROUP PROJECT | 2014
Programmed an assembler in C as well as emulator to simulate the ARM architecture.