

Mikhail Bobkov

mibobkov@gmail.com | +79165269726

EDUCATION

IMPERIAL COLLEGE

MENG IN COMPUTING

Imperial College

2nd class honours (upper division)

GPA: 3.3/4

Software Engineering Algorithms

Software Engineering Design

Software Engineering for Industry

Databases

Computational Techniques

Mathematical Methods

Machine learning

Advanced Robotics

OUNDLE SCHOOL

A-LEVELS

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

METASWITCH | SOFTWARE ENGINEERING INTERN

June 2016 – August 2016

- 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.

BREVAN HOWARD | SOFTWARE ENGINEERING INTERN

March 2017 - September 2017

- Implemented a Permissions Service 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.

PROJECTS

ARM11 GROUP PROJECT | 2014

Programmed an assembler in C as well as emulator to simulate the ARM architecture.

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.

WEB APPS PROJECT | 2016

Developed a web based Bomberman game. (JavaScript, Babylon.js, Java, MySQL)

PAXOS | 2016

Distributed consensus system in Erlang.

ACCELERATING TRAINING STAGE OF THE CNN | 2018

Testing different regularisation algorithms for ResNet architecture and multilevel learning (PyTorch)

"VIRUS" | 2016, INDIVIDUAL PROJECT

Developed a simple web multiplayer game using node.js and sockets.io for client-server communication.