

Milyausha Sabirova

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EDUCATION

Saint Petersburg Higher School of Economics

Bachelor's degree in Applied Mathematics and Computer Science

Saint Petersburg, Russia

September 2019–June 2023

- **Relevant coursework:** Java, C++, Haskell, Algorithms and Data Structures, Formal languages, Unix, Operating Systems, Calculus, Linear Algebra, Combinatorics, Probability Theory, Graph Theory, Mathematical Statistics, Digital Economy.

PROJECTS

Planner with elements of social network and gamification | *Java, Android* *March 2021–May 2021*

A planner application for android devices, where you can create a special rewards for completed tasks, add friends and share your to-do progress with them. Connection with google account is also provided.

My role in project: added database to the project using Firebase Realtime Database technology and implemented some of the basic functionality (tasks creation, displaying and completion, reward-counting system).

Dungeons and Dragons | *C++, QT*

February 2020–May 2020

A game for two players, based on popular board game "Dungeons & Dragons". The goal of the game is to find a way out from the dungeon. Players have to work together to win.

My role in project: implemented User Interface for the game using QT library and some parts of game logic.

Huffman coding | *C++*

April 2020

An application that can compress data from text file into binary using Huffman coding and decompress from binary file into text.

Tic-Tac-Toe | *C++*

January 2020

A console Tic-Tac-Toe game on field 10×10 with unit tests.

BMP | *C*

November 2019

An application to load, cut, rotate and save BMP image.

TECHNICAL SKILLS

Programming Languages: Java, Python, C, C++, Bash, Basics of Haskell (classroom experience).

Tools and technologies: Qt, Git, Make, CMake, SVN, Gradle, Firebase.