Milyausha Sabirova

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EDUCATION

Saint Petersburg Higher School of Economics Saint Petersburg, Russia
Bachelor's degree in Applied Mathematics and Computer Science *September 2019–June 2024*

- **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.

EXPERIENCE

OZON | Software engineering intern in Search team *January 2022 – July 2022*

- Added new functionality to backend services, refactored old code, found and resolved some production bugs, covered all my code with unit-tests.
- Implemented new proxy service that receives users' requests, checks users' access rights using OAuth technology and redirects requests to their target internal services that are used by product managers and assessors. This proxy service controls peoples' access rights, so working with some internal data became much safer and the proccess of giving out access rights to people faster.
- Languages and technologies: Go, Python, PostgreSQL, Kafka, Redis, gRPC

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.

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.

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++, Go, Bash, Basics of Haskell (classroom experience).
Tools and technologies: Qt, Git, Make, CMake, SVN, Gradle, Firebase, PostgreSQL, Grafana, Redis, gRPC.