Mikhail Pogodin

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telegram, github, codeforces, VK — okwedook

Education

Advanced Educational Scientific Center of Moscow State University
Student, 2017-2019

National Research University "Higher School of Economics"
Bachelor, 2019-2023

Technical skills

Base programming language C++

Other programming languages Python, Processing (Java), C

Game engines Godot

Markup LaTeX

Projects

HashMap Implemented a generic use hashmap using separate chaining with linked lists. The codebase is written in C++17. Link to Code

PathFinder Finding shortest paths in custom labyrinth using genetic algorithms. The codebase is written in Processing3. Link to Code

GodotPlatformer Learned to create simple platformer games using Godot. The codebase is written in Godot3. Link to Code

Awards and Achievements

Russian National Olympiad medalist
Open Olympiad in Informatics gold medalist
Huawei Honorcup Marathon 2 Top100
ICPC Challenge Marathon Top80
Moscow Programming Contest 16th place

Languages

Russian Native
English Upper-Intermediate

Job Experience

Competetive programming teacher in summer school
Olympiad tasks creation and development