OLEG BOBROV

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Education

National Research University Higher School of Economics Sept. 2020 – June 2024
Bachelor of Applied Mathematics and Computer Science *St. Petersburg, Russia*

Relevant Coursework

- C++, Algorithms and Data Structures, Unix, Calculus, Linear Algebra

Projects

Implementation of board game Quoridor with bot | *C++, Qt*

- Developed GUI board game Quoridor for 2 players
- Players can play against each other or against bot working with MiniMax algorithm
- Achieved the search depth of 4 using alpha-beta pruning

Cooperative party game | *C++, Qt, winsock*

- Created Code-team as a part of University course in the team of 3 students
- Code-team is local cooperative multiplayer game challenging peoples' reaction and communication
- Designed and implemented the game architecture and logic between server and players using thread safe queues

University assignments | *C++, C, boost*

- Wrote projects using Object-oriented programming, templates, boost threads
- Implemented smart pointers, vector with strong exception safety, simple editor of images with bmp format (images can be cropped and rotated)

Technical Skills

Languages: C++, C, Python
Technologies/Frameworks: Qt, Git, CMake, LaTeX