



# OLEG BOBROV

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## Education

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**National Research University Higher School of Economics**

**Sept. 2020 – June 2022**

*Bachelor of Applied Mathematics and Computer Science*

*St. Petersburg, Russia*

**Relevant Coursework:**

*C++, Java, Algorithms and Data Structures, Calculus, Linear Algebra, Functional Programming*

**Jacobs University of Bremen**

**Sept. 2022 – June 2023**

*Bachelor of Computer Science*

*Bremen, Germany*

**Relevant Coursework:**

*ML, Kotlin, Database internals, Parallel programming, Mathematical Statistics*

## Experience

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**Software analysis intern at Huawei** | *C++, KLEE, gRPC*

**Feb. 2022 – June 2022**

- Developed a static code analyzer for C/C++ based on KLEE (symbolic execution engine)
- Result represented in SARIF format, showing a full stack trace of a possible error with the initial values, which would cause this
- On tested projects showed **10 times more** mistakes than PVS-studio and **8 times more** mistakes more than CppCheck, however it's more time-consuming

## Projects

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

- Developed the 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** with time of calculations less than **1 second** on my computer

**Cooperative party game Code-team** | *C++, Qt, winsock*

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

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

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

## Technical Skills

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**Languages:** Java, Kotlin, C++, C, Python

**Technologies/Frameworks:** Qt, SQL, KLEE, Git, CMake, L<sup>A</sup>T<sub>E</sub>X