

# OLEG BOBROV

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## Education

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**National Research University Higher School of Economics**

*Bachelor of Applied Mathematics and Computer Science*

**Sept. 2020 – June 2024**

*St. Petersburg, Russia*

### **Relevant Coursework:**

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

## 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

### **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, 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

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**Languages:** C++, C, Python

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