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 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, 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