

OLEG BOBROV

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Education

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

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)

Experience

Teacher of competitive physics for middle-school students

- Trained students from 8th grade for regional physics contests. Helped to hold school olympiads

Technical Skills

Languages: C++, C, Python

Technologies/Frameworks: Qt, Git, CMake, L^AT_EX