

## Personal data

 Name: John Smith  
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 Date of birth: 01-01-1990  
 Status: No married



## Summary

12+ years of diverse software engineering experience with specialties in software architecture design, infrastructure operation, backend development, and security engineering.

## Projects

**Some awesome studio @ Awesome Game development** 2018 – 2024  
Project leader

## Skills

**Tools** Python, C/C++,  $\text{\LaTeX}$

**Operating systems** Windows , Linux 

## Experience

**Project leader @ Some awesome studio** 05.2016 – 09.2018  
responsibilities: ...; projects: ...

**ML Engineer @ Some awesome studio** 05.2016 – 09.2018  
responsibilities: ...; projects: ...

**Programer @ Some awesome studio** 05.2016 – 09.2018  
responsibilities: ...; projects: ...

## Education

**University of Shire** 2013 – 2015  
Middle-earth studies, bachelor studies, thesis: *History of Hobbits*

**University of Hobbiton** 2016 – 2018  
Middle-earth studies, master studies, thesis: *History of Dwarfes*

## Internships

**Internship @ Studio 1** 2016 – 2017  
Apprentice

**Internship @ Studio 2** 2017 – 2018  
Apprentice



## Publications

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1. John Smith. Publication 1 title. *Journal 1*, 2016.
2. John Smith. Publication 2 title. *Journal 2*, 2017.
3. John Smith. Publication 3 title. *Journal 3*, 2018.



## Conferences

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### First Conference: “Hobbits and their habits”

2018

- presentation “Hobbit’s cuisine”
- poster “Hobbit’s cuisine”



## Scholarships, grants

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University of Shire presidents scholarship for the best students

2014

Grant AMO/204/214 “Sauron’s Ring influence on Hobbits” executor

2018 – 2020



## Certificates

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Driving license, FCE certificate



## Hobbies

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**Scientific** algorithms, data structures

**Non-scientific** sci-fi culture, hiking, modeling