

RINAT AFIATULLOV

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Education

Moscow Engineering Physics Institute

Bachelor of Science in Electronics and Nanoelectronics

GPA: 4.17 out of 5

Sep 2019 – May 2023

Moscow, Russia

Relevant coursework:

- Mathematical Analysis
- Electronics
- Computer-aided design (CAD)
- Algorithms
- C Programming Language
- Microcontroller programming

Courses

Full-stack development

Oct 2022 – Dec 2022

Online course from VK education

[Click to view certificate](#)

- Developed a full stack messaging app: [Click to test the deployed web app](#)
- Frontend built using React:
🐙 [reatlaz/2022-2-VK-EDU-FS-Frontend-R-AFIATULLOV](https://github.com/reatlaz/2022-2-VK-EDU-FS-Frontend-R-AFIATULLOV)
- Backend API built using Django with OAuth2:
🐙 [reatlaz/messenger](https://github.com/reatlaz/messenger)

Back-end development with Python

Oct 2021 – Dec 2021

Online course from VK education

[Click to view certificate](#)

- Course project: 🐙 [reatlaz/spreadsheets.app](https://github.com/reatlaz/spreadsheets.app)
- Studied some more advanced Python language structures.
- Learned about client-server communication.
- Developed a REST API for managing users' spreadsheets using Django.
- Utilized OAuth for authentication via GitHub.

Python 3 Programming specialization

May 2019 – Aug 2019

Coursera MOOCs by University Of Michigan

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- Gained basic language skills. Used python to access SQLite databases, parse html.

Projects

VK Services App | Swift, Xcode

Jul 2022

- Developed an IOS app for exploring VK services.
- Implemented UITableView Swift class to make a scrollable list of tappable entries with pictures and discriptions.
- When a service View is tapped its app is opened if installed, or it's website if not.
- 🐙 [reatlaz/vk_services.app](https://github.com/reatlaz/vk_services.app)

Picture Tapping Game | Swift, Xcode

Jul 2022

- Created an IOS game where the objective is to tap the jumping target picture as many times as possible in given time.
- 🐙 [reatlaz/catchBarsiqGame](https://github.com/reatlaz/catchBarsiqGame)

Inverse Compton Scattering Simulation Module | C++, Geant4, CMake

Apr 2021 - present

- Implemented object-oriented programming practices such as inheritance to account for a physical process in any simulation using this module.
- 🐙 [reatlaz/G4InverseComptonScattering](https://github.com/reatlaz/G4InverseComptonScattering)

Technical Skills

Languages: Python, Go, Swift, SQL, TypeScript, C, Bash, HTML/CSS

Developer Tools: VS Code, PyCharm, Xcode, Vim

Technologies/Frameworks: Django, PostgreSQL, MySQL, Redis, Celery, Nginx, Docker, React

Achievements

Dobrahack 2.0

Apr 2021

Hackathon Champion

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- Managed the database for a Telegram chatbot.
- Worked in a team of 4.

Leetcode - solved 72 coding problems

Algorithms and coding questions

[Account link](#)

- 29 easy
- 41 medium
- 2 hard