

# RINAT AFIATULLOV

 [t.me/ReAtlas](https://t.me/ReAtlas)  [github.com/reatlaz](https://github.com/reatlaz)  [reatlaz.github.io](https://reatlaz.github.io)

## Education

---

### Moscow Engineering Physics Institute

*Bachelor of Science in Electronics and Nanoelectronics*

Sep 2019 – May 2023

*Moscow, Russia*

**GPA:** 4.13 out of 5

#### Relevant coursework:

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

## Courses


---

### Back-end development with Python

*Online course from VK education*

Oct 2021 – Dec 2021

[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

*Coursera MOOCs by University Of Michigan*

May 2019 – Aug 2019

[Click to view certificate.](#)


- 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 descriptions.
- 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:** Swift, Python, C, SQL

**Developer Tools:** VS Code, Xcode, PyCharm

**Technologies/Frameworks:** Django, GitHub