1 Leninskie Gory street
Moscow, 119991
Russia

ALEXANDER FROLOV

+7 (977) 792-92-28
lxnfrolov@gmail.com
s02190321@gse.cs.msu.ru

EMPLOYMENT

Junior Software Engineer	**Huawei Russian Research Institute**	**Nov. 2022 – now**

- Working on developing static analysis benchmarking cloud services.

Software Engineer Intern	**Huawei Russian Research Institute**	**Oct. 2021 – Oct. 2022**

- Working on developing cloud services for software developers.

EDUCATION

Moscow, Russian Federation	**Lomonosov Moscow State University**	**Sept. 2019 – now**

- Forth-term student of Computational Mathematics and Cybernetics faculty. GPA: 4.3.
- Studying at the department of Computing Systems and Automation. Advisor: Bahmurov A. G.

Moscow, Russian Federation	**AESC MSU**	**Sept. 2017 – July 2019**

- Studied in Kolmogorov boarding school (department of Moscow State University), that is ranked top-1 high school in Russia (according to RAEX rating). GPA: 4.9.

TECHNICAL EXPERIENCE

Personal Projects

- **teamvolikbot** (2022). Telegram bot for organizing and signing up for real-life volleyball games. Made for the local volleyball community (~60 people). Python, SQLite, Telegram API, PyCharm.
- **MGT** (2021). Web-server which solves a graph problem - finding the most vital node of the graph (performing special calculations with articulation points of a graph). C++, Docker, POSIX API (sockets), VIM.
- **Checkers** (2020). Checkers game with GUI and AI opponent made with alpha-beta pruning. C++, Qt, Qt Creator.
- **File Manager** (2020). A simple file manager that allows you to see all files in directories and open them with a suitable program. C++, Qt, POSIX API, Qt Creator.
- **Fractals** (2019). Application which draws fractals in GUI. Has the ability to zoom. Written in three different languages: Java (Intellij), C++ (Qt, multithreading, Qt Creator), C# (.NET, MSVS).
- **Snake** (2016). Classic snake game with automatically generated food, rocks and birds which can attack the snake. C, pseudographics, Eclipse.
- **2048** (2016) Classic 2048 game. C, pseudographics, Eclipse.

LANGUAGES AND TECHNOLOGIES

- **Languages:** Kotlin(Proficient); Python(Proficient); C/C++ (Proficient); Java (Prior Experience); C#.NET (Prior Experience); Unix shell scripting; Intel x86 assembly (NASM, GAS); MySQL; LaTeX.
- **Platforms:** Intellij Idea; Eclipse; Qt Creator; PyCharm; VIM; CLion.
- **Technologies:** Spring Boot; React; multithreaded programming; network programming; POSIX API; Qt; Version Control Systems (Git); Docker; Kubernetes.
- **Native languages:** English (Advanced); Russian (Native).