Sergei Shorin (27 years old)

Developer with 6+ years of experience. Passionate about mathematics and computer science; working with both low-level C/assembly and high-load services and DevOps infrastructure.

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Work Experience

Full-stack Godot Game Developer — Funexpected LLC, Moscow

Stack: GDScript, Python, C++, C, Objective-C, Godot Engine, MongoDB, Docker, GitHub Actions *March 2019 — Present (6 years)*

- Developing an interactive educational application for children aged 3-8 (App Store / Google Play).
- Created 15 mini-games and a unified educational course; applied procedural content generation (10 games).
- Implemented an account system with children's multi-profiles.
- Launched a telemetry collection service and parent reports.
- Organized an on-demand content distribution service — the application downloads only the necessary courses and languages.
- Developed a handwriting recognition system (CRNN + libonnx) — 98% accuracy, +3 MB weight.
- Set up A/B testing
- Created animations and shaders; the project received *The Webby Award* for visual design.
- Developed the server side of the application

Education

Bachelor of Applied Mathematics and Data Science — HSE University, Moscow
September 2021 — June 2025 (expected)

École 42 (21 coding school by Sberbank) —
February 2019 — August 2023

Yandex Backend Development School (C++) —
June — July 2024 — userver, microservices, testing, databases, DevOps, monitoring

Tech Stack

- **Languages:** C++, C, Python, Go
- **Engine:** Godot Engine (GDScript)
- **DevOps:** Kubernetes, Docker
- **Tools:** Git, CI/CD, Linux, Claude Code
- **Databases:** MongoDB, PostgreSQL

Projects (selection)

Backend / Highload

- **Generia** — HSE graduation project: "Instagram-for-virtual-worlds", Go + Microservices + LLM + Stable Diffusion. code
- **HTTP WebServer** — C++ HTTP/1.1 server with CGI, handles 3k rps. code

Data Science / DL

- **number_CRNN** — PyTorch. Recognition of handwritten numbers and signs. CRNN architecture. code
- **dl-image-classification** — PyTorch, WandB; classification of 200 classes. code
- **en-ru-translation** — Transformer + PyTorch, WandB, Hydra + FastAPI translation demo service. code

Low-Level

- **ssl-md5** — Implementation of MD5, SHA-2, DES, Base64; OOP in C. code
- **Snake-RISC-V** — Game on RISC-V ASM, memory-mapped I/O, graphics. code
- **libonnx-fork** — ONNX engine in C; Added recurrent layer, dynamic quantization. code

GameDev / Graphics

- **Game Engine** — C++ engine with CPU renderer and animations. code

Additional Mini-Projects

- **con-run** — P2P cryptocurrency node (Go, Gossip/PEX). code
- **cv-latex-builder** — CI/CD for LaTeX resume. code
- + More pet projects on GitHub

Languages

Russian — Native | English — B2 (Intermediate-High)