

Michael Sakevich



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[smiksha1701](https://github.com/smiksha1701)

Education

Taras Shevchenko National University of Kyiv

Kyiv, Ukraine

B.S. in Applied Mathematics, Computer Science and Cybernetics faculty

Sep 2019 – Jun 2023.

Technical Skills

Languages: Python, C++, C#, Maple, HTML/CSS

Tools: Git, VS Code, Visual Studio, Pycharm, Jupyter Notebook, Matlab, Latex, Microsoft(Libre)Office

Libraries: pandas, NumPy, Matplotlib, tkinter, pygame, telebot, NetworkX

Experience*

Data loading-processing-sorting program | Python

- ➔ Developed a program using Python and OOP principles to load data, double verify it and output processed.
- ➔ Pretty full diagnostic of work and a lot of error checking, troubleshooting etc.

1010 Game | Python/C#

- ➔ Written with love, OOP principles and **Tkinter** library.
- ➔ Resizable field and amount of pieces.

Pseudo-randomizator | C++

- ➔ Using 10+ different algorithms for generating pseudo-random numbers.
- ➔ Checking validness of each algorithm and supports parameters changing

Long Arithmetic | C++

- ➔ Different methods of long arithmetic processing (Schönhage–Strassen, Karatsuba, Toom Cook, etc)
- ➔ Based on math and a lot of theory(Knuth Art of Computer Programming)

Graphs and Trees | Python

- ➔ Using **NetworkX** library and **Matplotlib** to read graph from file, analyze it, output info about it subgraphs.
- ➔ Shows one of the diameters and builds DFS.

Additional Courses

UGEN CHALLENGE IT 3

- Hacathon: Online Schooling App Maquette
- Cryptography basics

[Here is certificate](#)

Achievements and Extracurricular Activities

Member of Students Department of Faculty

Jan 2019 – Present

Taras Shevchenko National University of Kyiv

- Organized What? Where? When? Game. Written simple telegram bot for masters.
- Official representer of Applied Math program course in consulting applicants.
- One of administrators of coworking space “Chytalka” (organized lecture from Jooble company, helped with booksharing)

Group Curator

Sep 2020 - Present

Boardgames League Organizer (Hometown)

12 Jul 2019

*All of the code you can find on my GitHub