

Sergey Sokolov

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GENERAL

Date of Birth

18 August 1996

Goals

C++ development, iOS/Android development, web development (backend primarily), system administering, teaching IT (someday)

Field of Interests

Software engineering, highload systems, Unix/Linux systems, open source, programming languages, algorithms and data structures, embedded systems, STEM

EDUCATION

State University of Aerospace Instrumentation, Saint-Petersburg

2013—2017

B.Sc. in Software Engineering

Thesis subject: “Effective LSM-tree implementation in Go”

GPA: 4.54

EXPERIENCE

First Line Software student hackathon

24—25 October 2015

“PS3D” – 3D particle system C++ library and GUI editor

Joint Advanced Student School – JASS 2016

21—26 March 2016

“Multimodel iNteraction (Mint)” – UML diagram modelling tool for Android and iOS with real-time collaboration feature

GS Labs

September 2016—Present

C++ developer. Conditional Access Systems Libraries Department

First Line Software student hackathon

28—29 October 2016

“WibeWM” — tiling window manager based on XCB library

Joint Advanced Student School – JASS 2017

20—26 March 2017

Web application backend for Zeiss

TECHNICAL STRENGTHS

Computer Languages & Frameworks

C++ (intermediate), Python (upper-intermediate), SQL (pre-intermediate), Java (beginner), HTML & CSS (pre-intermediate), Javascript (pre-intermediate)

Tools

bash, git, vim, gcc, cmake, LaTeX, pip, npm, redis, Sphinx

Languages

Russian (native), English (advanced)