Sergey Sokolov

github: github.com/teners

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GENERAL

Date of Birth

18 August 1996

Goals

C++ development, iOS/Android development, web development (backend primarily), system administrating, 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

Saint Petersburg Electrotechnical University, Saint Petersburg

2017-2019

MS in Applied Mathematics and Informatics

State University of Aerospace Instrumentation, Saint-Petersburg

2013-2017

BS in Software Engineering

Thesis subject: "Effective LSM-tree implementation in Go"

GPA: 4.44

EXPERIENCE

GS Labs

Droice Labs

 $since\ September\ 2017$

September 2016—September 2017

Backend engineering

C++ developer, Conditional Access Systems Libraries Department

Joint Advanced Student School – JASS 2017

20—26 March 2017

Web application backend for Zeiss

First Line Software student hackathon

28—29 October 2016

"WibeWM" — tiling window manager based on XCB library

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

First Line Software student hackathon

24—25 October 2015

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

TECHNICAL STRENGTHS

Computer Languages & Frameworks

C++, Python, SQL, Golang, Java, HTML & CSS, Javascript, Coffeescript, Flask, Tornado, MongoDB

Tools

shell, git, vim, gcc, cmake, LaTeX, pip, pylint, npm, redis, Sphinx, IntelliJ IDEA based IDEs, Upsource

Languages

Russian (native), English (advanced)