

Sergey Sokolov

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GENERAL

Date of Birth

18 August 1996

Goals

C++ development, iOS/Android development, web (backend primarily), system administating, teaching IT (some day)

Field of Interests

Algorithms and data structures, Unix/Linux systems, probability, statistics, discrete mathematics, highloaded systems

EDUCATION

State University of Aerospace Instrumentation, Saint-Petersburg

2013—Present

Bc. S. in Software Engineering

GPA: 3.54 (*1-4 grading scale*)

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

Papeeria (BarD Software)

29 June 2016—Present

Frontend, spellchecking functionality rework in the LaTeX online editor, move spellchecker form client to server

TECHNICAL STRENGTHS

Computer Languages & Frameworks

C++ (intermediate), Python (intermediate), Qt (pre-intermediate), MySQL (pre-intermediate), Java (beginner), HTML & CSS (pre-intermediate), Javascript (pre-intermediate), CoffeeScript (pre-intermediate)

Tools

bash, git, vim, gcc, cmake, LaTeX, pip, npm, redis, Sphinx, IntelliJ IDEA based IDEs

Languages

Russian (native), English (upper-intermediate)