Eserkepov Tamirlan

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Software Engineer

I am seeking a challenging entry-level position in the field of software engineering, where I can apply my technical skills and knowledge gained through academic coursework and personal projects. I am eager to learn and grow in a professional environment, and am committed to contributing to the success of the team and organization.

Technical Skills

Languages	:	C/C++, Python, Assembly
Databases	:	PostgreSQL
Dev Tools	:	CLion, Vim, Git, Gitlab, Github, CI/CD, Bash, Docker + Docker-compose
Knowledge	:	Algorithms and Data Structures, STL, Concurrency, Discrete Math, Real Analysis

Education

Moscow Institute of Physics and Technology — Moscow, Russia
Bachelor of Phystech School of Applied Mathematics and Computer Science — *Sep 2021 – Dec 2025*

Projects

Battleship game *Python, Git*

- A simple game that can be played by two people on the same computer
- Written with Pygame, easy to run
- Has a nice UML Class Diagram
- Uses Pygame for GUI

Telegram Bot *Python, Git*

- A simple bot that responds to simple requests and has a newsletter
- Uses heroku PostgreSQL
- To deploy, just run a simple bash script

PDP-11 Emulator *C, Assembly, Git*

- Developed a standard PDP-11 emulator
- Supports most opcodes
- Covered with standard unit tests

Concurrency framework *C++*

- Framework for concurrency
- Competitive tasks are launched in the scheduler using fibers (lightweight threads)
- Implemented futures to return a result from asynchronous values
- Scheduler can be easily replaced with any executor