## ERMOLAEVA VARVARA DMITRIEVNA

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## C/C++ developer

## **EDUCATION**

Moscow Institute of Physics and Technologies, second year bachelor student

**LANGUAGES:** C, C++, Python

SOFTWARE/TOOLS: Cmake, Make, Git, Linux, lldb, VS code, vim,

doxygen

LIBRARIES: OpenAL, SFML, Graphviz

ADDITIONAL SKILLS: English(B1), Russian(native),

effective web searching, music encoding/decoding

**KNOWLEDGE:** Basic algorithms, data structures

## PROJECT EXAMPLES:

SIMPLE CPU (C) - Simple processor model. Accepts pseudo assembler code, tokenizes the input code, and executes the list of entered commands (or returns a specific error). New instructions are developed and implemented into pseudo assembler syntax using code generation. <a href="https://github.com/tsatsulya/Proc">https://github.com/tsatsulya/Proc</a>

STACK WITH DATA SECURE (C) - Stack data is protected with set canaries and hash, standard stack operations are supported in secure variant. <a href="https://github.com/tsatsulya/Stack\_ver1">https://github.com/tsatsulya/Stack\_ver1</a>

OPTIMIZED LINKED LIST (C)- A list with the possibility of optimizing access to elements, a modified storage structure in memory. Standard list functions and functions for list optimization are supported. <a href="https://github.com/tsatsulya/Linked\_list">https://github.com/tsatsulya/Linked\_list</a>

MIRITH (C++, in progress) - A music application for organizing and agging tracks stored on the user's device. It also allows tracks to be sent to another device using the account system. The application technologies include algorithm for determining the correlation between two tracks, a server-client system, its own player, a system for organizing and storing / hashing files, the development of a graphical interface and the decoding of metadata of music files in various formats (mp3, flac, monkey, ogg, wav). The underlined parts are developed (or will be developed) by me. https://github.com/alexpaniman/spotivar

SPHERE OF INTERESTS: Optimization algorithms, compilers and formal language theory, backend development, DevOps