

VASILIV VAKHONIN

● ● ● ● C++ DEVELOPER



SHORT INFORMATION

2020.09 - to date

Study at the programming [School21](#) -
[Ecole 42](#) franchise

2019.10 - 2020.08

Self-study Java (Spring + Hibernate)
+ HTML && CSS by courses

2018 - End of conscription military service

2017 - Completed school education

CORE SKILLS

STL	Bash
boost	Linux, MacOS
nlohmann	Git
protobuf	SQL (MySQL, Sqlite)
Makefile	Docker
CMake	Docker-compose

ADDITIONALLY

English: B2 (reading, simple communication skills)

Education: 2020-2024 (Bachelor degree)

Software Development

[School21](#) ([Ecole 42](#))

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📍 Kazan, Republic of Tatarstan

MY PROFILES



👉 (press)



- LINK TO THE PROJECT

C++ PROJECTS

I - [HTTP/1.1 Web-Server](#) (Get/ Post/ Put/ Delete) methods

Project completion date: 05.23.2022

II - [Client-Server boost application](#)

Project completion date: 05.13.2022

III - [Proxy-server](#) for simple data transmission through itself

Project completion date: 04.06.2022

IV - [Full implementation of C++ STL](#) 98 version functionality (Vector, Stack, Map, Set)

Project completion date: 03.28.2022

V - [Json-deserializer](#) (parsing of game inventory data)

Project completion date: 03.08.2022

VI - [Completed 8 modules of practical tasks](#) to study the basic features of the C++ language

Project completion date: 01.19.2022

C PROJECTS

I - [Partial implementation of bash terminal functionality](#)

Project completion date: 11.09.2021

II - [Implementation of the pipe functionality](#) (ls -la | wc -l)

Project completion date: 11.05.2021

III - [Project of sorting two lists](#) (by stack rules)

Project completion date: 10.13.2021

IV - [Multithreading project](#) of 'dining philosophers'

Project completion date: 08.31.2021

V - [MVP 3D 'Raycasting' game](#) (a simple analogue of Wolfenstein3D)

Project completion date: 03.28.2021

VI - [Library of 43 functions](#) (analogue <stdlib.h>)

Project completion date: 10.27.2020

ADDITIONAL LINKS (BASIC SKILLS)

JavaCore, JavaCollections, Spring Core, Spring MVC, Maven, Bootstrap4,
Thymeleaf, HTML && CSS, C# && Unity



JAVA PROJECTS

I - Participation in the hackathon IT-GOD [\(link\)](#)

Participation date: 11.19.2020

II - In total, more than 1000 practical tasks have been solved in the courses [JavaRush](#) && [JetBrainsAcademy](#)

III - [A simple analogue of Twitter](#)

Project completion date: 06.02.2020

IV - [Client-Server application with GUI](#) (beat-box)

Project completion date: 02.17.2020

V - ['MineSweeper' game](#)

Project completion date: 11.19.2019

C#/UNITY PROJECTS

I - [3D terrain with sounds](#)

Project completion date: 03.09.2022

II - 3D car sandbox for two players and a 2D game similar in gameplay to "SpaceWar"

[\(link to both projects\)](#)

Project completion date: 02.18.2022

III - [MVP 3D stealth game "JohnLemon"](#)

Project completion date: 02.02.2022

IV - [C# simple console application with data serialization](#)

Project completion date: 10.09.2021



DOCKER

[Docker-compose project](#)
(network of 8 containers)

HTML & CSS

[Promo-site](#) (landing page)
for the 'Batman 2021' movie'