Vitaly Smirnov, developer (C++, Python, Go)
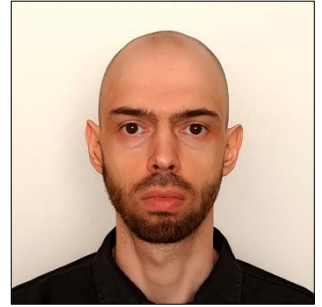

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About me:
  I have a year and a half of experience in commercial development in a product company, about six months of non-commercial development (pet projects), higher technical education and two years of intensive self-study with practice.

  After completing my education and gaining my first commercial experience, I took a break from development from 2010 to 2022 (during this period I received a bachelor's degree in culture and art, after which I taught music theoretical disciplines).

  In mid-2022, I decided to return to development and began to restore my knowledge and skills, study new technologies, which I am still doing with interest. First of all, I paid attention to the basics: CS base, data structures and algorithms, techniques and principles of object-oriented programming and design (GoF patterns; SOLID principles, DRY, etc.). I tried different programming languages, technologies, and development areas. I took several courses (including three courses from Harvard CS50, two advanced C++ courses, Go course). In addition to many educational training tasks, I made several pet projects (in C++, Python, Pascal, C), some of which were published on GitHub (@vitsmirnov). Main languages: C++, Python, Go. I have basic experience with SQL, Django, git and some other technologies and tools, and I'm willing to learn new ones.

  I am looking for a company in whose development I can contribute and in which I can develop myself.

Skills/technologies:
C++, Python, Go, C, Delphi, SQL; Django, Git; OOP, SOLID, GoF patterns. English B1+, fluent Russian.

Work experience:
Period: 09/2008 – 01/2010
Company name: IndorSoft (https://indorsoft.ru)
Description: The company develops GIS and CAD systems. I was working on an application - a system for processing geodetic measurements. As part of the project, I solved the following tasks: conducted market research and performed a comparative analysis of similar software, based on the results of which I prepared the primary technical specifications; implemented a significant part of the application core. Stack: Delphi, Windows.

Pet-projects:
1) Lights (cool puzzle game in Python)
2) Minesweeper (classic Minesweeper game in C++)
3) Tetris (classic full-featured Tetris game in Pascal)
For projects 2 and 3, I developed compact libraries of customizable supporting components and functionality. There I used template programming and design patterns, including the MVC pattern (in whole or in part) implemented in all projects. The project code is available on GitHub (@vitsmirnov).

Education:
2003-2008 – Tomsk State University, information systems and technologies
2014-2018 – Saint-Petersburg State University of Culture and Arts, musicology and musical applied arts (music arts management)

Additional education, courses:
07/2022 – present: self-education, including courses:
 - Harvard CS50 – Web Programming with Python and JavaScript (cs50.harvard.edu)
 - Harvard CS50 – Introduction to Programming with Python (cs50.harvard.edu)
 - Harvard CS50 – Introduction to Computer Science (cs50.harvard.edu)
 - Advanced C/C++ programming (stepik.org)
 - Go Programming (freeCodeCamp.org)
Other resources: official documentation, books, articles, freeCodeCamp.org, Habr.com, StackOverflow.com, LeetCode.com, sql-academy.org, YouTube.com.