

Alexandr Khakayu

Computer science student

IT student, searching for a good place to start his career.

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Moscow, Russia

EDUCATION

Applied Mathematics and Informatics Faculty of Computer Science, Higher School of Economics

Moscow, Russia

Courses

- Discrete math
- Linear algebra and geometry
- Fundamentals and methodology of programming (C++/Python)
- Machine learning
- Deep learning

- Probability theory
- Algorithms and data structures
- Computer architecture and operating systems (Linux/Unix/Assembly)
- Basic data analysis methods
- PERSONAL PROJECTS

Runner game in Unreal Engine 4 (06/2017 - 09/2017)

- Blueprint + UE4

Public transport availability (10/2018 - 06/2019)

- Web-service which colors Moscow districts maps depending on approximate travel time to various places (selected or random)
- HTML + JavaScript + CSS + Google API

Change detection (10/2018 - 05/2019)

- Change detection on satellites images using convolutional neural network and data from LANDSAT and SENTINEL
- Python + 2GIS

Multi-thread cellular automata (05/2020 - Present)

- Multi-thread cellular automata, which simulates population growth
- C++

SKILLS

Python HTML/CSS

LANGUAGES

Russian Native or Bilingual Proficiency

Professional Working Proficiency

INTERESTS

Data analysis

Artificial intelligence

Computer vision and image analysis

Game design

Personal: Producing short movies and music clips, photography, art projects, piloting drones