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Andrei Tonkikh

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Education

Saint Petersburg Academic University	BS in Computer Science	2015-Present (2 year) Graduating August 2019

Programming languages

C++, Rust, Haskell, Java, Kotlin

Technologies

Git, Unix/Linux, Libgdx game framework (Java)

Projects

Ghost Revenge	A small game for Android. My first experience in game development and my first release in Google play market.
Blackout (github)	An open-source multiplayer 3D action game for Android. Not released yet.
Hwformat (github)	Pre-processor for latex, which makes writing small mathematical texts in Russian language easier. Based on regular expressions.
xo_os (github)	An educational project at university. Small x86-64 OS-kernel written in Rust.

Open source experience

I've had several pull requests to **Rust**'s standard collections library:

BinaryHeap (pull request)	`append` method (merges two binary heaps in optimal time). My first experience, which wasn't complicated.
BTreeMap and **BTreeSet (pull request)**	`split_off` method (splits the tree into two at the given key). It was much more challenging than the previous one.

All the methods I've implemented have been successfully stabilized.

Other experience

Programming contests	In high school I participated in many programming contests and was awarded in many important Russian programming olympiads like "All-Russian Olympiad of School Students in Informatics" and "Open Programming Olympiad". But now I prefer to spend my time on developing my engineering skills.
Teaching	I like teaching and I was a teacher in "Summer Informatics School" for a month. This is a summer school for high school students who want to learn more about programming and algorithms.
Altai CTF	My team was awarded in "Altai CTF" – an information security competition for univesity students (actually, we still were in high school unlike most of our competitors).