

# Andrei Tonkikh

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## Summary

I am a computer science student fascinated by the topic of distributed systems. I am highly interested in multiprocessor programming, operating systems and system programming in general. My long term goal is to do research and development in distributed systems and multiprocessor programming.

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## Education

<b>St. Petersburg branch of the Higher School of Economics</b> BS in Computer Science (continuing) Graduating July 2019	<i>2018 – Present (4th year)</i>
<b>St. Petersburg Academic University</b> BS in Computer Science	<i>2015-2018</i>

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## Work Experience

<b>SWE Intern at Yandex</b> Enhancing job scheduling algorithms for YT. YT is a distributed batch-processing platform based on Map-Reduce paradigm.	<i>July – December 2018</i>
<b>SRE Intern at Google</b> Was part of Cloudnet Shard of Traffic Team SRE in London. Improved observability of Google Cloud Engine.	<i>Summer 2017</i>

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## Open Source Contribution

<b>Packer Plugin for vSphere</b> Automated creating virtual machines and OS installation in vSphere environment. The project is in Go language. <a href="https://github.com/jetbrains-infra/packer-builder-vsphere">github.com/jetbrains-infra/packer-builder-vsphere</a>	<i>Fall 2017</i>
<b>Rust Standard Collections Library</b> Contributed to the implementations of B-Tree and Binary Heap in rust standard library. <a href="https://github.com/rust-lang/rust/pull/33947">github.com/rust-lang/rust/pull/33947</a> and <a href="https://github.com/rust-lang/rust/pull/32987">github.com/rust-lang/rust/pull/32987</a>	<i>Spring 2016</i>

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## Most Relevant University Courses

<b>Fall 2018</b>	External Memory Algorithms, Big Data Software Engineering
<b>Spring 2018</b>	Parallel Programming, Containerization, Computer Networks, Compilers
<b>Fall 2017</b>	Linux Kernel, Databases, Statistics, Software Engineering
<b>2016 – 17</b>	Operating Systems, Functional Programming in Haskell, Java
<b>2015 – 16</b>	Algorithms and Data Structures, C++, Linux Administration

Courseworks include, but are not limited to, writing *multi-threaded OS-kernel* and a simple *containerization utility* in Rust, creating simple linux kernel modules in C, implementing a very basic *mapreduce framework* in Kotlin, a x86 compiler in OCaml, and a *multiplayer 3D action game for Android* in Java.

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## Programming Languages

<b>Strongest:</b>	C++, C
<b>Comfortable:</b>	Go, Kotlin, Java, Rust, Python, Bash
<b>Limited Experience:</b>	Scala, R, Haskell, OCaml

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## Other Experience

### Programming Competitions

Actively participated and was awarded at many programming competitions in High School.  
8th place in Google HashCode 2018 Finals in Dublin.

### Teaching

Taught algorithms and data structures to high school students at “Summer Informatics School”.