

Andrei Tonkikh

☎ Phone: +7(904)856-51-29
✉ Email: andrei.tonkikh@gmail.com

🔗 github profile: [xosmig](#)
📌 codeforces profile: [xosmig](#)

Education

Saint Petersburg Academic University	BS in Computer Science Cloud Computing	2015-Present (3rd year) Graduating July 2019
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Previous Internship

Google SRE intern	I was part of cloudnet shard of traffic team SRE in London for three months in the summer of 2017. I was working on improving the monitoring system for Google Cloud Engine.
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Open Source Experience

Rust standard library	I made several pull requests to Rust's standard collections library. (split.off for BTreeSet and BTreeMap), (BinaryHeap::append) All the methods I implemented are now in the stable release.
vSphere plugin for Hashicorp Packer	Currently working on adding support of creating new VMs to VMware vSphere plugin for Hashicorp Packer.

Projects

Blackout (github)	An open-source multiplayer 3D action game for Android. Written in Java using libGDX framework. In this project, I first encountered problems such as synchronization and complex real-time client-server interaction.
xo_os (github)	Educational project. Small x86-64 OS kernel written in Rust. Supports memory allocation and threads.

Programming Languages

Currently using:	C++, Go, Kotlin
Also proficient in:	Java, Rust, Bash
Limited experience:	Haskell, Sql, Scala, Python

Other Experience

Linux	I've been using linux as the main operating system for more than 4 years. I took a course on linux administration and currently taking a course on programming in linux kernel.
Programming contests	In high school I participated in many programming contests and was awarded in many major Russian programming olympiads like "All-Russian Olympiad of School Students in Informatics" and "Open Programming Olympiad". Although now I prefer to spend time on developing my engineering skills, I appreciate the experience of programming contests since it gave me good practical skills in algorithms.
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.