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Andrey Tonkikh

github profile: xosmig
codeforces profile: xosmig

Education

Saint Petersburg Academic University — BS in Computer Science — 2015-Present (2 year)
Overall GPA: 4.0 / 4.0
Graduating May 2019

Programming languages

Confident in: C++, Rust
Currently learning: Java, Haskell
Small experience: Python, Kotlin (I like this language and I hope I will start learning it soon)

Technologies

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

Projects

Ghost Revenge — A game for Android. Not a big game, just my first experience in game development and my first release in Google play market.

Blackout — An open-source multiplayer 3D game for Android with good physics. Not released yet. I'm currently working on it with a fellow student.

Hwformat — Pre-processor for latex which makes it easier for writing small mathematical texts. Mainly for Russian language. Based on regular expressions.

xo_os — An educational project in the university. Small x86-64 kernel written in Rust.

Open source experience

I have several merged pull requests to Rust's standard library:

std::BinaryHeap — `append` method (merge two binary heaps in optimal time). Wasn't really hard. Just a first experience

std::BTreeMap and **std::BTreeSet** — `append` method (merge two BTrees in optimal time). And `split_off` method. Both are in a stable release now. TODO: quantify your work.

Other experience

TODO: olympiads (and mathematical too)
TODO: SIS
TODO: teacher in Barnaul gymnasium #42
TODO: ctf