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 general system programming. I love to dig into large and complex systems to understand how they work on all levels of abstraction. I have experience of production C++ development in an SRE team and a team working on a large distributed computing platform. My long term goal is to become a researcher in distributed systems or multiprocessor programming.

	Education	
Higher School of Economics Saint-Petersburg, Russia	MS in Computer Science	$\begin{array}{c} {\rm Intended} \\ 2019-2021 \end{array}$
Higher School of Economics Moscow, Russia	BS in Computer Science with focus on Cloud Computing	4th year Graduating July 2019
	——— Internships ————	

Yandex SWE Intern

July 2018 - Present

- Enhancing job scheduling algorithms for YT - Yandex's internal distributed computing platform.

Google SRE Intern

Summer 2017

- Was part of Cloudnet Shard of Traffic Team SRE in London.
- Improved the black box monitoring system for Google Cloud Engine.

Open Source Contribution

Packer Plugin for vSphere

Fall 2017

- Automated creating virtual machines and OS installation in vSphere environment. The project is in Go language.
- github.com/jetbrains-infra/packer-builder-vsphere
- Rust Standard Collections Library

Spring 2016

- Contributed to the implementations of B-Tree and Binary Heap in rust standard library.
- github.com/rust-lang/rust/pull/33947 and github.com/rust-lang/rust/pull/32987

Most Relevant University Courses

Fall 2018 External Memory Algorithms, Big Data Software Engineering, Machine Learning Spring 2018 Parallel Programming, Containerization, Computer Networks, Compillers Fall 2017 Linux Kernel, Databases, Statistics, Software Engineering Operating Systems, Functional Programming in Haskell, Java 2016 - 172015 - 16Algorithms and Data Structures, C++, Linux Administration

Courseworks include writing my own 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.

Programming Languages

Strongest: C++, C

Go, Kotlin, Java, Rust, Python Comfortable: Limited Experience: Scala, R, Haskell, OCaml

Other Experience

- Programming Competitions
 - 8th place in Google HashCode 2018 Finals in Dublin.
 - Awarded in "All-Russian Olympiad of School Students in Informatics" and many others major Russian programming olympiads for high school students.
- Teaching
 - Taught high school students basic algorithms in "Summer Informatics School".