

Andrei Tonkikh

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Education

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

Summer 2017	Google SRE intern	I was working on improving the monitoring system for Google Cloud Engine.
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Open Source Experience

Fall 2017 – Now (github link)	vSphere plugin for Hashicorp Packer	Currently working on adding support of creating new VMs to VMware vSphere plugin for Hashicorp Packer.
Spring 2016	Rust standard collections library	(BTreeMap::split_off and BTreeSet::split_off) (BinaryHeap::append)

Projects

Winter 2017 – 18 (github link)	My Little Map Reduce	Educational project. Toy implementation of mapreduce framework written in Kotlin.
Fall 2016 (github link)	xo_os	Educational project. Small x86-64 OS kernel written in Rust. With its own implementation of memory allocation and kernel mutexes.
Fall 2016 (github link)	Blackout	A 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.

Programming Languages

Proficient:	C++, C, Go, Kotlin
Intermediate:	Rust, Java, Haskell
Basic:	R, Scala, Python

Most Important University Courses

2015 – 16	Algorithms and Data Structures, C++, Linux Administration
2016 – 17	Operating Systems, Functional Programming, Java, Logic and Theory of Computation
2017 – 18	Linux Kernel, Databases, Statistics, Software Engineering, JVM languages

Other Experience

Programming contests	In high school I actively participated in programming contests and was awarded in many major Russian programming olympiads.
Teaching	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.