Pavel Dolgov

Software Developer. Email: pdolgov99@gmail.com

GitHub: https://github.com/zer0main

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Homepage: https://zer0main.github.io

THEORETICAL KNOWLEDGE:

Data structures and algorithms in informatics, cryptography, strong background in software design patterns and site reliability engineering.

TECHNICAL SKILLS:

Programming languages (general-purpose):

C, C++ (5 years), Go, Lua, Python, Haskell.

Programming languages (domain-specific) and markup languages:

Bash, Makefile, cmake, LaTeX, Markdown, Wiki, XML, JSON, YAML.

Operating systems:

Linux (Debian) - user for 5 years.

System administration experience:

Nginx, ssh, Vim, Tmux, VirtualBox.

Libraries/frameworks:

Protobuf and gRPC, Qt, boost, Wt, Lua, LuaBind, MXE, NSIS, Love2d, pygccxml, yaml-cpp.

Version control systems: git, mercurial, svn.

Unit testing frameworks:

Busted, Boost.Test.

Continuous integration:

Travis CI, Coveralls.io.

Profiling:

valgrind, gdb.

EDUCATION:

The Moscow School of Programming (Yandex branch). 2014 – 2017 (finished).

Specialized in C++, algorithms and data structures for programming contests.

https://informatics.ru/

Trinity College Dublin – Computer Science. 2018-2018 (not finished).

CERTIFICATIONS:

IELTS (International English Language Testing System): CEFR Level C1.

PUBLIC SPEAKING AND CONFERENCES:

February 2017

FOSDEM conference, Brussels.

Presenting LuaWt, Lua bindings for a C++ Web Toolkit Library:

https://archive.fosdem.org/2017/schedule/event/luawt/

LANGUAGE SKILLS:

Russian, Native or bilingual proficiency.

English, Full professional proficiency. CEFR Level C1 (Advanced English), experience of participation in international conferences and giving talks, experience of living and studying in English-speaking country for one year.

PROFESSIONAL INTERESTS:

Algorithms, information security, functional programming.

OPEN SOURCE SOFTWARE WRITTEN BY ME AND OTHER PROJECTS:

LuaWt, Lua bindings for a C++ Web Toolkit library.

Written in: C++, Lua, Python. Libraries: Wt, Lua.

https://github.com/LuaAndC/luawt

(2015 - Present)

Battleship, classic battleship game. Written in: C++. Libraries: Qt.

Example project aimed to demonstrate the usage of MXE (M cross environment) with Continuous Integration Systems for flexible and configurable build and deploy. It also shows practical application of MVC design pattern.

https://github.com/zer0main/battleship

(2014 - 2017)

Problems, a collection of implementations of multitude of algorithms and data structures,

solutions of programming contest tasks, notes on mathematical problems.

Written in: C++, C, Python.

http://github.com/zer0main/problems

(2015 - Present)

Bacteria-core, cellular-automata game (academic project at The Moscow School of Programming).

Written in: C++, Python. Libraries: Qt, boost.

Program written for studying concepts like bytecode (it required to implement simple language as part of the project), unit testing, integration testing and working with Continuous Integration and Coverage-measuring systems.

https://github.com/zer0main/bacteria-core

(2016)

I also contributed to scientific project NPG-explorer (Nucleotide PanGenome explorer) by configuring its build and fixing some bugs.

https://github.com/npge/npge