

Mikheev Anatoliy

NET DEVELOPER

🔄 21 декабря 2020 📍 Город: [Киев](#)

Возраст: 24 года

Режим работы: полный рабочий день

Категории: IT, WEB специалисты

[Войдите](#) или [зарегистрируйтесь](#) на сайте как работодатель, чтобы видеть контактную информацию.

Описание

Summary -

Interested in learning about programming and other technologies. Studying Applied Mathematics instilled a desire to find a solution, even to the most common mistakes. Mathematical statistics and computational methods are what interests me at the moment most, as a hobby. In my work I want to work with desktop applications, with WPF technology in C #, using both .Net Core, .Net Framework and .Net 5.0. There is also a desire to start developing web applications (since they are sometimes better suited for solving pressing problems than heavier and inflexible desktop applications).

Experience

My github - <https://github.com/RdEErAqUa>.

1. .Net 5.0, .Net Core, .Net Framework, Pattern MVVM, WPF, WinForms:

a. on github I have several applications that I wrote using the technologies mentioned.

One of the most interesting for me was data analysis (one-dimensional Quau, and twodimensional Quau2.0). Here it was necessary to carry out a primary mathematical analysis using various technologies. In fact, while working on this project, I studied a lot of programming principles (and faced a huge number of problems, which I eventually solved).

b. There is also a program for working with approximations (8 methods) and numerical differentiation and integration (3-4 methods each).

c. Each of these programs in their implementation was a single application where the choice of the user depended on what the program would do.

d. Developed applications on winforms (not available on github), such as a system for detecting errors in some kind of calculus, and calculating matrices by various methods.

2. Python - I have experience with python at a basic level. Developed the game "bulls and cows".

3. Git – work with git in every project (commonly in visual studio), but also experience in usual git.