

Alan Urmancheev

Systems programmer.

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- Phone: +374 93 81 47 25.
- GitHub: <https://github.com/alurm>.
- Telegram: <https://t.me/alurm>.
- **Primary skills: Linux, Git, C, Go, Bash, JavaScript, Python, C++.**
- Languages: fluent Russian, English between B2 and C1.
- Education: [programming school 42](#).
- Desired work format: remote.

Personal projects

- Interpreter for a programming language of my own (a shell) in Go: <https://git.sr.ht/~alurm/notlang>.
- Plugin for the Acme text editor for viewing JSON in Go: <https://github.com/alurm/JSON>.

Education

Learning information technologies since 2019. For the third year studying at programming school 42 for bachelor's degree.

Some of projects developed there:

- Visualization of fractals in C: https://github.com/alurm/school_42_fractals.
- Use of UNIX signals for sending arbitrary text between processes in C: https://github.com/alurm/school_42_minitalk.
- Pseudo-3D game engine based on Wolfenstein 3D in C (group project): <https://github.com/RositaBell-try2chng/cub3d>.

Open source

Successfully fixed documentation for Go ([link](#)), Dart ([link](#)), Nushell ([link](#)), Pallene ([link](#)), opened issues for Pony ([link](#), [link](#)).

Skills

- Interested in **operating systems**, experienced Linux user.
- Familiar with **network protocols (TCP, IP, DNS, HTTP, and so on)**. Interested in **databases** and other informational systems.
- **Teach** at school 42. Taached two acquaintances the Go language, helping them secure jobs.
- I enjoy learning about developing **compilers and interpreters**. Familiar with **SQL, Rust, Lua, Dart, Erlang, Clojure, Haskell, Pony**, and so on.
- I blog about informational technologies in Russian: <https://t.me/alurman>.