

Education Courses that I've covered in Innopolis University:

- Calculus
- Linear Algebra
- Discrete Math
- Computer Architecture
- Information Theory
- Introduction to Artificial Intelligence
- Modern Programming Paradigms
- Data Structures and Algorithms
- eSports industry: marketing, economy and game design
- Data Modeling and Databases
- Operating Systems
- Networks
- Differential Equations
- Physics
- Theoretical Computer Science
- Software Project
- Compilers Construction
- System Theory
- Cloud Computing and Distributed Systems
- Introduction to Machine Learning
- Software Architecture
- Geometry in Computational Applications
- Procedural Content Generation in Games