Adrian C. Vovk

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OBJECTIVE

Second-year computer science student seeking a highly challenging and team-oriented work environment for an internship and eventual career that applies skills in GUI development, operating system development, software integration, and project management.

EDUCATION

The Ohio State University - Columbus (2020-2024)
Bachelor of Science in Computer Science and Engineering, Systems specialization
Recipient of The Land Grant Opportunity Scholarship • GPA (4.00 scale): 3.492

SKILLS

Programming Languages: C, Java, C++, Kotlin, UNIX shell, Vala, JavaScript, Python
Platforms: Linux/UNIX userspace, Android SDK, JRE, GTK/GNOME, Freedesktop, Arduino
Software: Git, Make, Meson, Gradle, MS Office, MATLAB, Solidworks, Fusion 360
Languages: English (fluent), Russian (fluent), Spanish (conversational)
Soft Skills: Technical writing & drawing, teamwork, quick learner, leadership

INDEPENDENT PROJECTS

Linux Distribution Development: carbonOS (December 2018 - Present)
- Integrate large software collections into a cohesive operating system
- Fix complex, multi-component bugs in difficult-to-debug, low-level software
- Collaborate with other developers to patch issues and improve functionality
- Maintain and adapt a large codebase to keep up with changing standards
- Research and use bleeding-edge tech. to improve system security and stability

Linux Graphical Environment Development: Graphite (August 2018 - Present)
- Develop an intuitive and lightweight graphical environment for carbonOS
- Design a user interface that adapts to both mobile and desktop form-factors
- Contribute to the drafting of new standardized protocols for Linux desktops
- Adopt new design standards to improve accessibility and user experience

Android App Development: GEM Music Player (2014 – 2017)
- Build open-source software for inclusion in custom Android distributions
- Publish an app to the Google Play Store and achieve over 500 downloads
- Implement one of Google's "Material Design" mock-ups with near-perfect accuracy

ACADEMIC PROJECTS

Escape Room Design, Prototype, and Documentation (Spring 2021)
- Design, build, program, and test complex Arduino-based electronic puzzles
- Collaborate on a diverse engineering team by leveraging each-others' strengths and openly communicating/resolving our occasional disagreements
- Program and control a custom-built remote-control car using simple RF hardware
- Optimize C code to fit within tight time requirements
- Document our work with a comprehensive 100-page report and companion website, including schematics, code descriptions, and design progression
- Present our work to peers, instructors, and judges and edit a promotional video
- Win "Excellence in Engineering" and "Best Documentation" awards as judged by industry professionals