Aleksandar Krastev

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Education

Massachusetts Institute of Technology EXPECTED JUN 2023

- Pursuing a B.S. in Computer Science and Engineering GPA 5.0/5.0
- Coursework: Computational Structures, Software Construction, Theory of Computation Algorithms for Graphs and Matrices, Introduction to Machine Learning, Probability and Random Variables

Skills

Software C++, Python (numpy), Java, JavaScript, Linux, LaTeX, Git, HTML/CSS
Languages English, Bulgarian, beginner in German

Experience

QuantCo / Software Engineering Intern JUN 2020 - AUG 2020

- Developed and tested a Python wrapper for R Generalized Random Forests using rpy2
- Migrated model training and validation from R to Python

MIT CSAIL / Undergraduate Researcher FEB 2020 - AUG 2020

- Researched applications for a hardware stream merger
- Implemented and evaluated two C++ applications by running hardware simulations

Service

Bulgarian Informatics / Instructor & Problem Author AUG 2017 - PRESENT

- Developed two tasks for contests with 75+ participants from up to 7 countries
- Prepared and presented three lectures on topics in data structures and algorithms in front of the top 20 Bulgarian high school students

High School Olympiads

Gold Medals

- International Olympiad in Informatics, Tsukuba, Japan SEP 2018
- Balkan Olympiad in Informatics, Timișoara, Romania JUL 2018
- Romanian Masters of Informatics, Bucharest, Romania OCT 2018

Silver Medals

- International Olympiad in Informatics, Baku, Azerbaijan JUL 2019
- European Physics Olympiad, Riga, Latvia JUN 2019
- International Olympiad in Informatics, Kazan, Russia AUG 2016

Independent Projects

Nitwit A compiler for a made-up programming language implemented in C++
Gemini A co-op puzzle platformer implemented in JavaScript
Stealth A top-down 2D game implemented in JavaScript
Judge System A Python/Django website for testing of solutions to algorithmic tasks