Aleksandar Krastev

• alexalex@mit.edu

• https://alexalex.xyz

• https://github.com/Alaxe

Education

Massachusetts Institute of Technology

EXPECTED JUN 2023

• Pursuing a B.S. in Computer Science and Engineering

- GPA 5.0/5.0
- Past courses: Software Construction, Theory of Computation, Algorithms for Graphs and Matrices, Introduction to Machine Learning, Probability and Random Variables
- Current: Computer System Architecture, Distributed Systems, Advanced Data Structures

Skills

Software C++, Python, Java, Go, JavaScript, RISC-V asm, Linux, LaTeX, Git, HTML, make **Languages** English, Bulgarian, beginner German

Experience

QuantCo / Software Engineering Intern

IUN 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 - PRESENT

- Optimizing HDL implementations of Numerical Theoretic Transform functional units for use in an accelerator for Fully Homomorphic Encryption.
- Researched applications for a hardware stream merger. Evaluated BFS and triangle counting by implementing them in C++ and running hardware simulations.

Leadership

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 	Ост 2018

Silver Medals

ver 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 Compiler for a made-up programming language implemented in C++

Gemini Co-op puzzle platformer implemented in JavaScript

Stealth Top-down 2D game implemented in JavaScript

Judge System Python/Django website for testing of solutions to algorithmic tasks