# Alexander Potiagalov

#### **EDUCATION**

### Simon Fraser University

Burnaby, BC, Canada

Bachelor of Science in Computing Science, Minor in Business

Expected Graduation: Mar. 2027

- **GPA:** 3.62/4.0, Dean's Honour Roll Fall 2024
- Relevant Coursework: Statistics, Introduction to AI, Data Structures & Algorithms, Software Engineering

### TECHNICAL EXPERIENCES

## Co-Founder & Developer

Jan. 2025 - Present

ResuMate (Startup)

Burnaby, BC

- Launched a resume & cover letter builder with OpenAI API, using prompt engineering for tailored job-specific content
- Integrated JSearch API to match resumes with career opportunities, increasing role-fit precision with keyword analysis
- Applied Jakob Nielsen's 10 heuristics for user interface design using **React**, **Tailwind CSS**, **ShadCN UI**, and **Figma**
- Acquired strong product experience, managing architecture, API integration, and rapid MVP iterations to final polish

### Full-Stack Developer

Mar. 2024 - Oct. 2025

 $SFU\ Surge$ 

Burnaby, BC

- Learned MERN stack by building a full-stack e-Commerce platform for SFU students, boosting P2P transactions by 25%
- Deployed Multi-Factor Authentication, item listings, and messaging features using **Node.js** and **MongoDB**
- Enhanced UX/UI by creating a responsive website with React & Tailwind CSS, improving cross-device usability by 35%
- Incorporated PayPal and REST APIs to ensure secure financial transactions, enhancing user trust and payment reliability
- Collaborated within an Agile environment, coordinating with the team through Git version control and regular standups

## Software Developer

Apr. 2023 - Jan. 2024

ARB2 (Startup)

Remote

- Developed an algorithmic stock trading system in **Python** for analyzing time-series swing movements in volatile markets
- Gained experience with Yfinance API and FMP API, by fetching and handling financial data at 2-minute intervals
- Utilized queues and hash tables to detect and model stock behavior with statistical methods like regression line analysis
- Wrote modular, optimized code for data-heavy applications and visualize patterns using Python Matplotlib library

## TECHNICAL PROJECTS

## Vacuum Cleaner AI | Python

Jan. 2025

- Built a grid-based simulation of an autonomous vacuum **agent** to model real-time pathfinding in constrained environments
- Implemented and compared BFS, DFS, UCS, Greedy, and A\* Search algorithms to optimize traversal efficiency.
- Used Manhattan and Euclidean heuristics in A\* to assess accuracy and computational performance across layouts.

## AVL Tree Data Structure | C++

Dec. 2024

- Engineered a self-balancing binary search tree with O(log n) insertions, deletions, and search using AVL logic
- Handled complex LL, RR, LR, and RL rotations to cut worst-case tree height by 50%, improving data access times
- Produced a template-based architecture for type-agnostic operations, supporting primitive and user-defined data types

## Photon-Dash | Javascript, HTML, CSS

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- Created a 2D space-themed browser game in vanilla JS, with physics-based motion, score tracking, and collision detection
- Executed a responsive, modular front-end with HTML5, CSS Grid/Flexbox, and Figma for cross-platform playability
- Shipped MVP in under 24 hours at Fall Hacks Hackathon with a 3-person team using Git for collaboration

#### TECHNICAL SKILLS

Languages: Python, C++, JavaScript (ES6+), C, SQL, HTML5, CSS3, Bash

Frameworks & Libraries: React.js, Node.js, Express.js, Tailwind CSS, ShadCN UI, NumPy, Pandas, Matplotlib, Flask APIs: OpenAI API, Gemini API, PayPal API, OpenWeatherMap API, JSearch API, Yfinance API, FMP API, REST APIs Tools: Git, GitHub, GitLab, Docker, CI/CD (GitHub Actions), Linux, Virtual Machines, Visual Studio Code, Figma Concepts: Data Structures & Algorithms, Search Algorithms (BFS, DFS, UCS, Greedy, A\*), Prompt Engineering, Agile (Scrum), MVC, Business Strategy.