BOSHCHENKO ALINA

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NOTICEABLE PROJECTS

Cardiovascular Risk Software

KU Leuven Department of Cardiovascular Sciences — **Sept 2019 – current**

- Working as a part-time developer in the research project dedicated to the determination the risk of having a cardiovascular disease with unsupervised learning using patient data. My responsibilities include algorithms review, testing and results visualization.
  Technologies: Python, Jupyter Notebook, Numpy, Scikit-learn, JavaScript, React, HTML/CSS

Research paper "Fruits detection and counting"

University of Groningen — **Mar 2019 – Oct 2019**

- For this project I developed a special tool for data augmentation which increased the dataset by 10 times and set up a network which is being tested in the University's lab. The article was accepted to ICAISC 2020.
  Technologies:R, Python3, Tensorflow, LabelIMG

Android Application "ParQuest"

Hackathon "Junction", Helsinki — **Nov 2019**

- Developed an Android treasure hunt game app to manage people flow in National Parks. I implemented a 2D real-time map, tasks generation for players based on people load in parks and 3D map to show the best routes. Also created a leaderboard and set up a neural network for image recognition.
  Technologies: Python, React, JavaScript, HTML/CSS, MySQL, Tensorflow, HERE Geolocation API, Deck.gl

Web Application "Shopping Assistant"

Hackathon "Hack.Moscow 3.0", Moscow — **Oct 2019**

- An app to analyze the user's movement and behavioral patterns and propose similar places of interest or venues/shops that might be useful based on the data collected. I implemented the backed part and visualisation on the map.
  Technologies: Django, Javascript, Python 3, HERE API,PyTorch, Pandas

MTDemo software rebuild

University of Groningen — **Jan 2019 - May 2019**

- Redesign of cross-platform software package written in C++, which allows interactive display and filtering of 2D/3D volume data sets of different file formats. A concept of max-trees with parallelization was implemented. I belonged to the back-end part of the team of 8.
  Technologies: C++17, OpenGL, GTest, Matlab

Web API (RESTful) for the USA airport database

University of Groningen — **Feb 2019 – Mar 2019**

- Website containing information about all airports and US airlines, statistics, user reviews and ratings. Both back-end and front-end were developed from scratch.
  Technologies: PHP, Laravel, CSS, HTML, Bootstrap, Javascript, MySQL.

SKILLS

Programming Languages:

C++, Java:	**major**
C, JavaScript, SQL, R, Python:	**good**
Haskell, PHP:	**intermediate**

EDUCATION

University of Groningen

BSc Computing Science exchange student

September 2018 – July 2019 *GPA: 7.2/10*

Saint Petersburg State University

BS Applied Mathematics and Computer Science

September 2017 – present *GPA: 4.75/5*

WORKING EXPERIENCE

JUNIOR QA ENGINEER *Nov 2019 - current*

TaskData, Saint-Petersburg

Responsibilities: Developing a framework for testing a software, which alerts clients to risk-related information on individuals and organizations that are the subject of inquiries. Developing regression tests and scenarios, creating automated tests.

TEACHING ASSISTANT *Jan - June 2019*

Introduction to Information Systems

University of Groningen, Netherlands

Responsibilities: Introduction to Information Systems course. Conducted a lab for 20+ students every week explaining the material of previous assignments and answering questions; graded approximately 10 assignments every week and answered relevant questions by e-mail.

ACHIEVEMENTS

Finalist, Google Inside Look 2019
Was selected as one of only 31 students from thousands of applicants across EMEA to attend Google's exclusive Inside Look 2019 program, consisting of technical and developmental content and workshops.

Winner of the regional round, top-3 of the final round of the all-Russian team engineering competition NTI, Russia 2017
The bot in Python was developed to manage energy flow efficiently for random combinations of consumers. Created a mathematical strategy part and mathematical model of the process .

Finalist, CopenHacks, Denmark 2019
Developed an Android app for real-time object detection and translation to different languages with voice dubbing.
Technologies: Tensorflow, Microsoft Azure, Google translation API, Java, Python.