

ANDREY POPOV

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Motivated Software Engineer in the fourth year of MEng Computing at Imperial College London on a target for a 2:1. Experienced in software engineering in industry, personal tutoring, and many areas of computer science.

ACADEMIC BACKGROUND

Imperial College London (Oct 2020 – Jul 2024)

MEng in Computing (Expected)

Ashbourne Independent College (Jan 2020 – Jul 2020)

*A*A*A* in A-Level Physics, Mathematics, Further Mathematics*

COMPETENCIES

- Java including Eclipse/EMF, and Android
- Python including Flask, Pytest, Django, and Pandas
- Kotlin (including Android development), JavaScript (including React.js)
- C/C++, Haskell, Linux, Git, Docker, SQL, HTML, CSS
- Good communication skills, fast learner and a dedicated teacher

WORK EXPERIENCE

Minimax Labs Limited. Software Engineering Intern

Apr 2023 – Sep 2023

- Developed Eclipse Desktop Application using the Java programming language
- Created new views/reports/tools for LNG optimization as well as maintained existing ones
- Acquired experience with EMF framework
- Made a brand new company website with HTML/CSS/JS

Imperial College London. PPT/UTA

Oct 2022 – Mar 2023

- Worked as a Personal Programming Tutor / Undergraduate Teaching Assistant
- Tutored Java, Kotlin and Haskell for the assigned group of first year students
- Conducted Question-Answer seminars and revision sessions
- Reviewed students' work and provided constructive feedback

Self-employed Personal Tutor

Jul 2022 – Oct 2023

- Tutored Python, C/C++, and Java
- Guided beginners and intermediate level adults, as well as children
- Created lesson plans tailored to the personal requirements of each client
- Improved tutees' academic performance and understanding of the subject

RESEARCH

Lomonosov Moscow State University

Jun 2018 – Aug 2018

- Co-authored the article "Formal Model of Problems, Methods, Algorithms and Implementations in the Advancing AlgoWiki Open Encyclopedia"

RELEVANT PROJECTS

Project “Scaling Extreme Startup”

Oct 2022 – Jan 2023

Python, Flask, React.js, AWS, MongoDB

- Developed software in Scrum framework as a team of six people
- Produced an online game for competitive programmers
- Managed Frontend and Testing, as well as contributed to Backend and CI/CD

Project “Mmmboxes”

May 2022 – Jun 2022

Python, Flask, JavaScript, PostgreSQL

- Identified a problem in the managing of package collection at universities
- Created a system, in a group of four, that manages deliveries and storage
- Deployed an application on Heroku with GitLab CI/CD pipeline being set
- Contacted end users regularly for continuous feedback to adapt to their needs

WACC Compiler

Jan 2022 – Mar 2022

Kotlin, ANTLR, ARM Assembly, Python

- Coordinated a group of four to develop a programming language compiler
- Implemented translation of a high level language WACC to ARM assembly
- Created an IDE for WACC with syntax highlighting and error detection

DevOps and CI/CD Project

Jan 2022

Java, Python, Docker, GitLab Runner

- Led a group to deploy a Java servlet Web application on a virtual server
- Set a working Build-Test-Deploy pipeline using GitLab-Runner
- Used Docker for managing dependencies and extension tools

PintOS Operating System

Oct 2021 – Dec 2021

C, x86 Assembly

- Worked in a group of four
- Extended the source code of an operating system
- Implemented priority scheduling, user processes execution and virtual memory

INTERESTS

Android App Development

- Developed three apps each has three or four fully functional screens
- Used Kotlin language with libraries such as Picasso and Retrofit
- Learned to use SQLite, Firebase and AWS

Game Development

- Worked with Godot game engine and GDScript language
- Created Sprites, animations, and assets for small scale 2D games

Hobbies

- Video filming and editing. Some YouTube videos have 20,000 views
- 28mm Miniature sculpting and painting
- Boxing and Weightlifting.