

# Arseniy Kouzmenkov

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## EDUCATION

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- **University of Alberta** Edmonton, AB  
*BSc Honors in Computing Science* *September 2017 - December 2020 (Expected)*
  - **Relevant Coursework:** Software Engineering I, Operating Systems, Computer Networks, Computer Systems and Architecture, Performance Modeling, Coding Theory, Numerical Computing.
  - **Dean's Honor Roll:** For 2017 - 2018, 2018 - 2019 and 2019 - 2020 academic years.

## EXPERIENCE

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- **Google** Remote  
*Software Developer Intern* *May 2020 - August 2020*
  - Surveyed the current Kubernetes configuration management and continuous deployment tool ecosystem.
  - Designed and developed features of a product to improve integration with popular Kubernetes continuous deployment tools.
  - Built prototypes to present the current Kubernetes cluster and configuration management tools to the wider team.
- **University of Alberta** Edmonton, AB  
*Head Undergraduate Teaching Assistant* *September 2019 - April 2020*
  - Managed a team of 9 Teaching Assistants, coordinating assignment grading and office hours.
  - Developed and checked assignments and other course resources in C++ and Python.
- **Arista Networks** Vancouver, BC  
*Software Engineer Intern* *May 2019 - August 2019*
  - Adapted old CLI command output method to work asynchronously in C++, fixing a hard to reproduce bug and improving platform stability at scale.
  - Designed and implemented a C++ framework to add generic counters to event occurrences, increasing the amount of available debugging information.
  - Redesigned CLI command output using C++, improving command extensibility.
- **University of Alberta** Edmonton, AB  
*Undergraduate Teaching Assistant* *September 2018 - April 2019*
  - Held office hours and attended class in order to aid students with course content in C++ and Python.

## PROJECTS AND COMPETITIONS

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- **Vitabu:** Designed and developed a decentralized book borrowing app on Android using Firebase. Managed the task distribution among six team members.
- **Network Traffic Simulator:** Created a network traffic simulator in Python with NumPy that would generate a traffic trace with parameters learned from a provided network traffic trace.
- **ICPC 2018 Rocky Mountain Regional Contest:** Placed 23rd out of 64.
- **The Name of The Game:** Third place in HackED 2018 hackathon. It is a platformer meant to introduce children to basic programming concepts. Wrote the API and parser for handling user input in C++.
- **Alberta Collegiate Programming Competition 2017:** Second place in Division 2.

## SKILLS

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**Software:** (*Proficient*): C/C++, Python, Linux, Git, Kubernetes, ArgoCD  
(*Familiar*): Java, Golang, Docker, Google Cloud Platform, Android, NumPy, CVXPY

## LEADERSHIP AND EXTRACURRICULARS

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- **Lambda Chi Alpha Fraternity:** President (2020 - Present), Recruitment Chair (2019 - 2020) and Fraternity Education Officer (2019 - 2020), Academic Chair (2018 - 2019).
- **UAlberta Scuba Club:** Elected as the Vice President of Information for 2017 - 2018 academic year.
- **Residence Services:** Volunteered as a Peer Tutor in Lister Centre for the 2018 - 2019 academic year.