Arseniy Kouzmenkov

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EDUCATION

- **University of Alberta** — Edmonton, AB
  BSc Honors in Computing Science — GPA: 3.7 — *September 2017 - December 2020 (Expected)*
  - **Relevant Coursework:** Computer Organization and Architecture, Introduction to Software Engineering, Operating Systems Concepts, Computer Networks, Security in a Networked World

EXPERIENCE

- **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 occurences, 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 to aid students with assignments in Python and C++.
  - Attended class to help students with in class programming quizzes and understanding the material better.
  - Developed some of the in class programming quizzes in C++.

- **WCB Alberta** — Edmonton, AB
  Business Analyst Summer Student — *May 2018 - August 2018*
  - Developed and maintained automated smoke and regression tests in C# using CodedUI framework, improving testing time by 40%.
  - Designed and developed an internal website using HTML, CSS and jQuery, improving time for users to reach necessary reports by 15%.
  - Organized and ran test automation training for 15 people across multiple teams, improving awareness about use cases and benefits of test automation.

PROJECTS AND COMPETITIONS

- **Vitabu:** Designed and developed a decentralized book borrowing app in Android using Firebase. I also managed the task distrubution among six team members.
- **Arduino Air Hockey:** Created an air hockey game in C++ for the Arduino platform with a realistic physics engine.
- **RBH:** Created a retro arcade style bullet hell game in Python3 with Pygame. The game was designed to be easily extnesible by other developers.
- **ICPC 2018 Rocky Mountain Regional Contest:** I was one of the participants at the ICPC RMRC 2018. Our team got 23rd place out of 64 teams attending.
- **The Name of The Game:** Third place in HackED 2018 hackathon. It is a platformer meant to introduce children to basic programming concepts. I wrote the API and parser handling user input in C++.
- **Alberta Collegiate Programming Competition:** Our team of three people got second place in Division 2

PROGRAMMING SKILLS

Languages & Technologies: C/C++, Python, TACC, Java, CodedUI, Git, Perforce, SQLite, Firebase, Linux, Arduino, Android

LEADERSHIP & AWARDS

- **Scuba Club:** I was the Vice President of Information at the UAlberta Scuba Club from September 2017 to September 2018
- **Residence Services:** Volunteering as a Peer Tutor for the Lister Centre for the 2018-2019 academic year
- **Lambda Chi Alpha Fraternity:** I was elected as the Academic Chair (2018-2019), Recruitment Chair (2019-2020) and Fraternity Education Officer (2019 - 2020).
- **Dean's Honor Roll:** I made the Dean's Honor Roll in both the 2017 - 2018 and 2018 - 2019 academic years.