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.

PROJECTS AND COMPETITIONS

- **Vitabu:** Designed and developed a decentralized book borrowing app in Android using Firebase. Managed the task distribution among six team members.
- **Arduino Air Hockey:** Created a game in C++ for the Arduino platform with a realistic physics engine.
- **RBH:** Developed a highly extensible retro arcade style bullet hell game in Python3 with Pygame.
- **ICPC 2018 Rocky Mountain Regional Contest:** Got 23rd place 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:** Second place in Division 2.

SKILLS

Software: *(Proficient):* C/C++, Python, TACC, Linux, Git, Perforce
(Familiar): Java, SQL, C#, CodedUI, SQLite, Firebase, Arduino, Android

LEADERSHIP & AWARDS

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